

Character Focused Random Events for the City

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Introduction

"Nothing in the world looks, sounds, or smells quite like the big city."

The following tables represent a way to generate random events while visiting a city between adventures. In an effort to make these events more personally interesting to unique characters, I've created a D100 table that can be altered to fit any combination of the standard Races, Classes, and Backgrounds found in the Player's Handbook.

How to Use

The Dungeon Master should:

- **ASK** the player what their character is doing for the day or what they are trying to accomplish during this stay in the city.
- **ROLL** d100 and consult the tables.
- **READ** the entire entry to yourself.
- **THINK** about the character who rolled the event and how such an event would fit into your campaign world. If it doesn't make sense, reroll or alter the event to fit the needs of your game. Think about whether or not the event in question affects more than one member of the group or offers an opportunity in which more than one character might want to take part.
- **SPEAK the bolded, first part of the entry out loud.** The double slash (//) indicates that you should **wait for a response** from the character before reading further or narrating how the rest of the event plays out.
- **CALL for checks or saves.** Checks which don't result in immediate success or failure (such as Investigate to gather clues) are usually allowed once per day unless stated otherwise. Consider granting players advantage for asking if they can incorporate spells or special abilities into the event (for instance, using the *Invisibility* spell to help with a Stealth check).
- **RESOLVE** the results of checks or saves, reading out loud any applicable Success or Failure text.

When to Use

You can use Random City Events as often as every day or as little as a single roll between adventures. It all depends on how much your group enjoys downtime activities.

Start by rolling once per week in the city. You can increase or decrease the frequency as your group sees fit.

Make sure everyone in the group rolls the same number of Random Events. If the Ranger has an activity that keeps her out of the City for a whole week, the player can feel marginalized if the other characters get to roll seven times while she is gone.

Also keep in mind that player characters should not be bound by the table and should have plenty of freedom to pursue their own activities without consulting the Random Events table.

Altering and Rerolling

Risk is a fun and essential element to any random table. That being said, the judgment of the Dungeon Master and the roleplaying desires of the player should always trump what is written. There is a chance that a player character will assert something like, "My character would never do that."

If this is the case, alter the event into something believable for the player character. If this does not seem easily possible (or is simply taking too much time) consider rerolling until something interesting happens for the character.

If a player rolls the same Event twice, consider altering it as a continuation of past events, the same event under different circumstances, or simply reroll.

Assumptions about the City

- A class system with Upper (hereditary nobles and rulers), Middle (wealthy merchants and minor nobles) and Lower (peasants and the poor) divisions of society.
- A government that is a mix of hereditary titles, elected officials, and ruling councils.
- There is an organized police force, called here the City Watch, with Captains over certain districts of the city.
- The city has a harbor near a large body of water.
- The population is cosmopolitan, but mostly human. If your campaign or city does not feature a certain race (dragonborn or tiefling for instance) then you simply don't roll on those tables.
- Arcane magic is practiced openly by Wizards but is not part of daily life for the vast majority of citizens.
- That characters frequent taverns and shops as places for news, food, equipment, and company. They make conversation when it is natural and are not actively trying to hide their identity (as a Warlock or Sorcerer might).
- There is enough free travel and exchange in the land for people whom the player characters know to make their way to the city.
- Players have filled out the Personality Traits, Ideals, Bonds, and Flaws section of the character sheet or have made these decisions about their characters.
- That characters keep up with activities consistent with their Background. (If your charlatan or criminal is reformed, consult your DM about using a different Background table for your rolls in the city, possibly Guild Artisan to show you've gone straight.

Necessary Assumptions

It is impossible to make a Random Events Table that fits perfectly with every campaign and every party of adventurers. You should feel free to change anything and everything to suit the needs and flavors of your campaign. In an effort to make interesting, personal, and meaningful Random Events, I've made a few assumptions about the campaign world:

Gloss Over or Play It Out

The first rule for a random table like this is to run with it when you're having fun and wrap it up when it's time to move on.

You should be especially mindful of how all members of the group are engaged. It can be a lot of fun for the Rogue to play out a daring heist, but not at the expense of the rest of the players being bored. The random events presented here should be used as an interesting way to flesh out characters and to give players roleplaying opportunities. Gaining experience, advancing the main

story, and finding treasure should be the focus of party adventures rather than their time in the city.

If you come across an event in which all players wish to participate, with a little creativity you can turn it into a full blown party adventure.

Keep in mind that players will often come up solutions and options different than those presented within the event. Whenever possible, use a player's suggestion over what you find in the event text.

Use Events to Explore the World and Tell a Story

You can use every opportunity presented here as a way to flesh out your campaign world and your characters. After an event, think about what new Bonds a character might form, how the event can shape their reputation, and how the event could affect rolls in the future in a positive or negative way.

Encourage characters to make note of their experiences and social connections. Remind them that these can be used later to their advantage.

Random City Events

| D100 | Event |
|------|--------------------------|
| 001 | Consult Class Table |
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| 003 | |
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| 005 | |
| 006 | |
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| 008 | |
| 009 | |
| 010 | |
| 011 | Consult Race Table |
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| 013 | |
| 014 | |
| 015 | |
| 016 | |
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| 018 | |
| 019 | |
| 020 | |
| 021 | Consult Background Table |
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031 **It's inevitable when this many people live together. You catch a disease and suffer three levels of exhaustion.** // The character cannot move up the exhaustion track until they rest for 2d4- their CON Modifier days (minimum 1 full day).

A cart breaks loose at the top of a nearby hill, plunging toward the street below. //
The cart weighs 600 pounds and will do 3d12 Damage to anyone caught in its path before it crashes into a building, damaging the cart, the building, and all of the goods. A character may:

- 032
- **Push people out of the way:** DC 10 Strength or Dexterity check. On success, no one is injured though the cart and building are still damaged.
 - **Push someone in the way:** Opposed Strength Check with Advantage (counts as a surprise attack), DC 13 Dex (Sleight of Hand) to avoid blame.
 - **Stop the cart by main force:** DC 18 Strength (Athletics) check. If the Character succeeds, no one is injured and they save both the cart and all of the goods. The owner is sure to be happy and the crowd cheers mightily. On failure, the Character is damaged by the cart and someone in the crowd asks how they could be so stupid.
 - **Pickpocket an onlooker:** DC 12 Dex (Sleight of Hand) with Advantage.

You go for a walk in the crowded city marketplace. // Someone attempts to pickpocket the character. Roll 1d20 vs their Passive Perception. If successful, the pickpocket takes 10 sp for every number over the character's Passive Perception and disappears into the crowd. If the pickpocket fails, the character catches them in the act. Roll 1d6 to see who the pickpocket is:

- 033
- 1-3: A dirty child in rags who tries to bite the character. (+1 vs Ac, 1 damage)
 - 4: An old man who shrugs and gives a toothless smile.
 - 5: A young woman in fine clothing.
 - 6: A dangerous looking professional thief in dark clothing. Was that the flash of a knife in the other hand? (Use Thug stats in Appendix 1)

If you decide, the pickpocket could take something even more valuable but be wary of making your players paranoid or taking something that was a reward.

- 034
- One of your Personality Traits comes in conflict with someone you need to interact with. //** What is the character trying to accomplish for the day and to whom do they need to speak? It could be an assistant, barkeep, government official, librarian, merchant, trainer, or anyone else the character comes into contact with. The character can probably still accomplish their purpose for the day, but it won't be as pleasant and might have far reaching consequences. Consider if it makes sense to impose Disadvantage.

The city watch has a warrant to raid the den of a notorious gang and they are quietly forming a brute squad to assist them tonight. // The character may:

- **Warn the gang:** This allows the gang to scatter and find a new hideout. They are grateful to the character and promise a favor in the future. The character must make a DC 12 Dex (Stealth) or Cha (Deception) check or end up on the city watch's list of suspicious persons.
- **Join the brute squad:** The character helps the city watch round up the gang. This earns 5gp and the gratitude of the city watch, though the criminals in town won't be doing the character any favors in the future.
- **Declare "I am the brute squad":** It takes a DC 18 Str or Dex to go early to the gang's hideout and try to apprehend them alone. On success, the character is made an honorary deputy of the city watch and given a purse of 1d6x10gp. Other local criminals show grudging respect. On failure, the character is beaten up by the gang and robbed of 1d6x10gp before they scatter. Then the city watch arrests the character to spend 1d3 days in jail for interfering with watch business.

036 A raggedly dressed person stands on a nearby cart and prophesies calamity. While most of the crowd tries to ignore the doomsayer, a great many people are starting to look troubled. // It takes a DC 9 Cha (Persuasion or Performance) to ease the tension in the crowd with a sermon, story, song, or joke. On failure, someone in the crowd throws garbage and the doomsayer pronounces a personal tragedy in the near future on the character.

037 You see something that makes you question one of your Ideals. Have you actually accomplished anything to further it? Are you the same person you once were? // Examples could include seeing a ruined temple of a deity, witnessing tyranny in the name of order, money doesn't bring happiness, people (race, occupation) are better or worse than the character previously thought. This can be a good opportunity for a player to reevaluate the direction they want to take their character, especially later in a campaign when they have experiences to look back on. You should not force a change on a character, but use this as an opportunity to ask a player if they want to change an Ideal or strive harder toward one they have already chosen.

038 You see something that reminds you of someone you have a Bond with. // This is a good opportunity to see if there is something that the character can do right away to have an impact on someone they have a Bond with. Perhaps it's time for a clue or encounter that can help the player feel like their Bond still matters.

You strike up a relationship that seems like it could turn romantic. You spend a wonderful day doing something that you both enjoy. Toward the end of the day, however, one of your Flaws manifests itself and the other person bids you an awkward good night. Will you ever see them again? // Roll 1d6 to see who it is:

- 039
1. Attractive but unbalanced conspiracy theorist
 2. Apprentice to a traveling tinker
 3. Server with many admirers at a popular tavern
 4. Member of the City Guard
 5. University student struggling to pay tuition
 6. Aristocrat who writes terrible poetry

Which Flaw might cause the night to end? It takes a DC 10 Charisma check to have another successful interaction with this person at a later date.

040 **You spot someone you have a Bond with as they turn a corner. //**
Ask the player to review their character's Bonds. Was it really them? Has something unexpected brought them to the city?

041 **Someone is following you, you're sure of it. //** Who would want to follow this character in particular? Is it a pickpocket, spy, talent scout, jilted lover? Depending on how professional the stalker is, have the character make a DC 14 Dex (Stealth) to shake them. Later, a successful DC16 Int (Investigation) check can reveal more about the stalker.

042 **An expensive mundane item is on sale for half off. //** Ideas could include armor other than Plate, poison, a spyglass, a mount, or up to 1,000 gp worth of trade goods (PHB 157).

043 **After a shouting match, two people in a tavern get into a fight and one of them hurls a stool that flies in your direction. //** +2 vs AC for 1d6 Damage.

044 **A young, painfully thin man staggers into you and tries to press something into your palm. //** Roll on the Trinket table (PHB 160) to see what it is. The young man gasps, "Please. Give this to..." before he collapses into the street and passes away.

While you are eating your midday meal, a woman drops a stack of papers on your table and leaves without answering any questions. // Roll 1d6 or the DM chooses from below. The papers are for a lawsuit accusing you of:

- 1: Trespassing In Dreams and Intentional Infliction of Emotional Distress
- 2: Disturbing the Peace with Excessive Noise, Music, or Cheerfulness
- 3: Personal Injury, Destruction of Property, and Death of a Pet
- 045 4: Misleading a Minor Into an Undesirable Profession
- 5: Unpaid Gambling Debts and Loss of Productive Time
- 6: Driving Away Customers and Risking Public Health with Lack of Cleanliness

Think back on this character's time in the city. Does such a lawsuit have any merit or would it be thrown out immediately? What proof does the claimant offer? The Defendant character, or that character's advocate, must make an opposed Persuasion roll against the Claimant's Advocate (+3 to Persuasion). Another player character may act as Advocate for the Defense.

You see a hat or other article of clothing that you immediately love. The shop owner does a wonderful job selling you on the item and gives you a deal at only 3 gp. //

If you buy the item Roll 1d6:

- 046 1-2: Everyone you meet hates the new item of clothing. People in the street stare, snicker to themselves, or might say something rude enough to start a fight.
- 3-4: No one comments on your new item at all or seems to appreciate it.
- 5-6: You receive several compliments from strangers. Attractive people smile or wink at you. A merchant offers you a deal because he likes it so much.

You discover a Personality, Talent, and Beauty Contest open to the public. In line already are dwarves with artfully sculpted beards, half-orcs with oiled muscles, dancing halflings, singing elves, and humans telling jokes that would make a pirate blush. With them are a dizzying spectrum of humanoids of every description. // The DM rolls three 1d20+4 to represent the best of the competition. A player character can make a Charisma check or use any Skill the DM rules appropriate. Arrange the DM's NPC scores with the scores of any player characters who participate:

- 047 1st Place: 500 gp, dinner with the ruling family, and an official Certificate
- 2nd Place: 200 gp, dinner at an Aristocratic tavern, and an official Certificate
- 3rd Place: 100 gp and an official Certificate

048 **Perhaps you try not to be prejudiced but you haven't always had a good experience with a certain race. You meet an upstanding member of that race whom you come to admire, even if you don't like them. Maybe it's time to rethink your preconceived notions.**

049 **The City Watch are chasing a thief shoving his way through the crowd nearby. //** You can catch or trip the thief if you make an unarmed attack vs. AC 16. You can trip up the City Watch with an unarmed attack vs. AC 14 but you'll have to follow up with a DC 12 Dex (Sleight of Hand) check or the Watch realizes it was you.

A shady individual approaches you and tells you there is good money to be had in underground pit fighting for those with strong arms and stomachs. // Roll 1d6:

- 050** **1:** You lose badly. The pit surgeons think you cannot be saved and dump your body in a gutter. You are found barely alive by a kind stranger who gets you to a healer who nurses you back to health. You are missing for 2d4 days until you have strength to send a message to your friends. You have 4 hit points and a collection of new scars.
- 2:** You are knocked out. You wake up in a filthy recovery room with 2 hit points the next morning. Someone has been through your things and you are short 1d6x20 gp.
- 3:** You lose by yielding. You limp out of the pit with 5 hit points while the crowd boos and spits on you.
- 4-5:** It's a tough fight but you win several bloody bouts. You can't be sure whether the people you've defeated will live or die. You gain 2d4x200 gp in prize money.
- 6:** You kill a string of tough opponents. You win the grand prize of 1d6x500 gp and a fearsome reputation in the criminal underworld of the city. For the next 1d4+2 months you have advantage on Intimidation checks against criminals.

051 **You have a good meal at a tavern with a particularly hospitable staff. As you are finishing up, a thug gets up and goes to leave without paying. The tavern keeper tries to call out for payment but the thug just sneers and knocks over a tray of crockery on the way out.**

052 **A scholar asks if you will share some stories of your homeland for a book she is writing.**

A charity organization approaches you for a donation. // The DM secretly rolls 1d6 and the player rolls an Insight check:

- 053** **1:** The workers are very convincing, complete with uniforms and an office. It takes a DC 18 Insight check for the character to have misgivings. Later a DC 14 Investigation uncovers that the entire organization is a scam.
- 2:** A DC 12 Insight check reveals to the character that these workers are impersonating those of an actual organization.
- 3-6:** The charity is legitimate and you even think you've seen these people before performing the very work they claim.

054 **You hear about a tavern of the very roughest sort in a bad part of town. Rumor has it that a fight breaks out nightly and the only rule is no edged weapons.**

055 **A careless wagoneer accidentally flicks you with a whip for 1d4 damage in the street.**

- 056** You catch sight of a masterfully crafted weapon, or other item, more elaborate than your own. It is embellished with etchings and carvings to bring good luck and great glory. It costs twice as much as normal for a weapon or item of its type.
- 057** Someone rushing through the crowd collides with you. // DC 13 Str or Dex Save to stay on your feet. The person who crashed into you is knocked to the ground and cries out in pain, claiming that you attacked them. // The City Watch soon arrives and demands the real story. DC 10 Persuasion to convince them that the other person ran into you. If you fail, the City Watch tries to bring you to a nearby office and fine you 1 gp.
- 058** During your evening meal in a tavern, you hear the shout of, “Fire! Fire.” from outside. // If you respond, you step outside to see a building in flames only a block away. The danger the fire poses depends on where you are staying:
- **Poor:** The buildings on this block are smashed together and there is real danger of the fire spreading far and wide. People run screaming through the streets and there is no organized effort to fight the fire.
 - **Modest:** The fire could easily spread over the rest of the block. Some people are trying to fight the fire but more effort is needed.
 - **Comfortable:** The fire poses a significant risk but it looks like the volunteers have it covered.
 - **Wealthy:** Others in the room generally ignore the call once they find out that they do not own the building in question. A professional fire brigade soon arrives to fight the flames with a pump wagon.
 - **Aristocratic:** The other people in the room either go back to their meals or step out onto a balcony to watch the fire. The buildings in this section are well spaced out and the fire poses no danger to the place you are staying. A multitude of servants and guardsmen are already combating the flames and a professional fire brigade soon arrives to extinguish the flames with a pump wagon.
- 059** An old associate of yours finds you and pleads for help. He has to come up with 1,000 gp by next week or his family will be killed by a crime lord. // The friend claims that the city officials won't openly oppose the crime lord and that involving them or the City Watch will only endanger his family further.
- 060** A local parade offers opportunities to perform, pickpocket, or socialize.
- 061** Someone is selling a Trinket (PHB 160) that you feel a strong connection with, even if you don't understand it. // Make a DC 11 Cha (Deception) check or the seller sees your interest and increases the price from 5 gp to 150 gp.
- 062** You see a half-orc street vendor intimidating people into buying his shoddily made wares.

A business expanding their cellar has tapped into a tunnel system beneath the city. They want to keep it quiet for now, offering a 50% salvage rights to your group if you will explore the tunnels for them.// Roll 1d6 or the DM chooses from the following:

- 1:** You never find out where the tunnels lead because they collapse just as you are lowering yourself into them. You escape dusty but unharmed.
- 2-3:** The cramped tunnels only lead a little way before they dead end. The business pays you 5 sp each for your trouble.
- 4:** You find an old cellar full of mostly spoiled food but a few finely crafted tools and some unbroken bottles of wine worth 100 gp total.
- 5:** The tunnels lead to the vault of a legendary miser. You find coins and jewelry worth 2,000 gp.
- 6:** An unspoiled dwarven tomb. There is 3,000 gp worth of treasure but if an honorable dwarf ever found out it would be a dire insult to his people. If you notify some dwarves, they will respectfully remove the treasure and the remains but do not offer the business or you anything. "Why should we? All ye did was knock a hole in some poor greatfather's resting place."

063

Of course, such a tunnel could actually lead anywhere you desire and could even be the start of an entire adventure. One or more of the characters could end up on the wrong side of the tunnel collapse and have to get out a different way

A high profile criminal case has the public's attention. There seems to be some missing key evidence for either side that could tip the balance. // Roll 1d6 to see the nature of the crime:

- 1-2:** Murder
- 3:** Grand Theft
- 4:** Impersonating a member of the Nobility
- 5:** Political Corruption
- 6:** Treason

If you succeed in a DC 16 Investigation check, roll 1d6 to see what you discover:

064

- 1:** Incontrovertible evidence that the accused is guilty.
- 2:** Strong evidence that the accused is guilty (+5 to the Prosecution).
- 3:** Questionable evidence that the accused is guilty (+2 to the Prosecution).
- 4:** Strong evidence that the accused committed the crime, but with plausible reason (+2 to the Defense).
- 5:** Strong evidence that the accused is innocent (+5 to the Defense)
- 6:** Incontrovertible evidence that the accused is innocent.

Roll opposed 1d20s for the Prosecution and the Defense to see the verdict, factoring in any evidence found above. Afterward, the accused might prove a powerful ally or enemy if word gets out about the character's hand in the trial.

065

Some goods in the city are temporarily scarce. It will cost double to maintain a Comfortable, Wealthy, or Aristocratic lifestyle for this week.

| | |
|-----|---|
| 066 | The city has recently been flooded with refugees from a war torn area. Volunteers or those with extra coin are needed to help care for them, though there is talk that they may soon be ejected from the city. |
| 067 | Something unnatural seems to have escaped from a wizarding school. // DC 17 Survival, Insight, Perception, Investigation, or Arcana check to help find it before it does any harm. If you fail, a citizen dies in a disturbing way every night until the creature is found and destroyed. |
| 068 | A local hospital is understaffed and requesting aid. They cannot pay contributors but can offer modest food and board. // A volunteer will come to know the poor and common citizens of the city much better and will be met with a warm welcome by such people. |
| 069 | A child runs by a pottery stall and knocks a vase off. // DC 11 Dex Save to catch it but if you try and fail the proprietor wants you to pay 5 sp for it. If you don't try to catch the vase the proprietor yells that the child's mother needs to pay, but she cries and says that she doesn't have the money. |
| 070 | A local religious order has recently changed their uniform but a DC 12 History or Arcana check shows that their new symbol is actually the mark of an ancient evil. Are their leaders naive or sinister? |
| 071 | Goblins have overrun a local iron mine. Metal goods in the city will be double in price for 2d4+1 weeks unless someone deals with the goblins sooner. |
| 072 | A mistake at the launderers has dyed all of your clothing pink and light purple. |
| 073 | A caravan that makes a circuit to the surrounding villages is looking for drivers and guards. The journey takes one week and pays 15 gp. |
| 074 | The city is on edge after several grain storage silos burn to the ground. The poorer sections threaten riot over the rising cost of bread. As you walk by a bakery, the crowd around you starts to turn ugly and one man picks up a brick, aiming at the bakery window. // DC 15 Persuade, Deception, or Religion to calm the crowd. A DC 13 Performance or Intimidation can distract or disperse the crowd but won't solve the problem for long. |
| 075 | Walking by a fountain in a nicer part of town, you see guards arguing with poor folk about taking water from the fountain. A well has gone bad in a poor neighborhood and the city has been too busy with other concerns to look into it for weeks. // A sewer pipe has broken and contaminated the well. DC 14 Persuasion or Intimidation to get a local official to fix the problem. If you have the requisite skill and materials, you could fix the well yourself with 1d4+2 days' work. |
| 076 | Hooded monks make a procession through the streets, singing a song about the doom of humanity and the need to cleanse oneself from the things of the world. People boo and throw rotten food but the monks never react. |

A terrible storm lashes the city with rain and lightning for 1d4 days. // During this time, if another character rolls an event that seems to conflict with the bad weather, the bad weather takes precedence.

077

Think about how such a bad storm would affect everything. Perhaps it would be easier to sneak around the darkened city during this time or perhaps a neighborhood would get flooded or trade goods ruined.

You come across an estate sale of a wealthy noble who died with no heirs. It's a chance to get luxury goods at half-price. It's also a chance to maybe filch some luxury goods while no one is watching or forge a will and impersonate a long lost relative.

078

Perhaps the noble had an extensive library of ancient texts or a room of art, weapons, or armor. //

Think about what would be interesting or desirable for your players. Is this a good chance for them to get a clue about the story or find out that an important item is up for auction?

There is a hostage standoff in a middle class part of the city. The City Watch have the building surrounded. The criminals are demanding 3,000 gp and safe passage to a ship in the harbor. There are 2d4 hostages and 1d6+3 criminals. // If someone pays the ransom and escorts the criminals to the waiting ship, they release the hostages unharmed. A DC 21 Persuasion or Deception check will convince the criminals to let the hostages go and give themselves up but it can only be attempted once. A character can make a series of DC 16 Stealth checks, one for every criminal, to kill or knock out criminals in the building, but for every Stealth failure a hostage dies.

079

The City Watch detains your character for spreading counterfeit currency. // A DC 10 Persuasion or Deception check convinces them that you were not aware and as long as you surrender what you have left and pay a 20 gp fine they will let you go. 1D6x20 of your gp are indeed fake.

080

Someone with whom you have a Bond has betrayed you, perhaps under coercion. //

081

Work with the player to decide who this could be and the manner of the betrayal. It could be as little as spreading false rumors and as serious as an assassination attempt. What would lead them to do it? Come up with something that would be interesting for the player but be careful not to destroy a relationship they have worked hard to cultivate.

You meet a disgruntled mercenary who says that a caravan master claimed losses for a recent trip and skimmed on guard wages. Later, the guard saw this man buying jewelry. He mumbles something about how someone should jump the caravan master in an alley and pay the guards their due. // The eight guards are owed 8 gp each. DC 14 Persuasion or Intimidation to get the caravan master to pay the guards, though he'll remember you later if he sees your face.

082

In the dark of night, the harbor is raided by several marauding ships of pirates who steal warehouse goods and set fire to what they can't carry off. // All characters in the city may participate in this event by declaring that:

- I help the navy and other ship crews fight the pirates
- I sabotage some of the pirate ships
- I rescue people knocked into the harbor
- I help put out the warehouse fires
- I escort citizens to safety
- I prevent looting by the pirates or citizens
- 083 • I take advantage of the situation by doing a little looting or performing some other illegal activity
- I guard the door of my favorite dockside tavern
- I hide until it's over, preferably behind a well-stocked bar with some attractive company
- I do something else in character (quietly set fire to another building, make religious pronouncements, provide mood music, etc.)

After the raid, think about who would be grateful to each character for their contribution. The character who rolled this event should receive special recognition for being one of the first on the scene or acting with special valor.

084 **Someone with whom you have a Bond tells you that an innocent man is going to hang tomorrow unless he is exonerated or escapes tonight. //** DC 15 Stealth to help the man escape. Failure gets you caught by the City Watch. DC 15 Investigate to prove him innocent.

085 The city zoo has a secret exhibit of intelligent savage creatures. An orc, an ogre, and a goblin. All look filthy, miserable, and underfed.

086 You find out that a beloved noble who runs his lands in a fair, productive way and takes care of the poor has a terrible secret. The rumor is that the real heir to the estate is kept locked up in the basement. If approached the noble says it is because the son is a wastrel who would have ruined the estate and brought poverty and misery to the peasants.

087 After a noble finishes handing out coins and food to the poor, she climbs into a carriage that drives away. In the street, you spot a beautiful piece of family jewelry that matches the coat of arms on the carriage. It is worth 1d6x200 gold.

088 **You learn about a workshop where men of violence may come to learn simple crafts and to talk quietly about their mental health. //** You can attend or volunteer.

089 **You learn that a crime lord's daughter has been kidnapped by a local City Watch captain. The crime lord is guilty but his daughter is innocent. The captain has sent threatening messages about the girl's safety. //** A DC 16 Persuasion or Religion check will convince the captain to let the daughter go, after which the captain resigns. A DC 16 Persuasion or Intimidation check will convince the crime lord to give himself up. If you fail to convince one or the other to give in, the situation escalates until there is battle in the streets.

090 In a poor section of the city there are reports that an angel of light sometimes appears on top of the belfry of a rundown old church. As a result, the church is experiencing a much needed revival. // If pressed, you can learn from the priest that the angel is just a magical illusion created by a wand he found. The priest of the church argues that it gives people hope and the angel is a symbol of faith. The priest is using every coin of support he gets to serve the community and he begs you not to tell anyone.

091 It starts with strange movement in mirrors and small sounds that no one else seems to hear. Soon you catch sight of a translucent hand here or the glimpse of a face there. After several days you are convinced that you are being haunted by a ghost. //

Ask the player who among their associates has passed away and who might want to get them a message from beyond the grave. Is it the ghost of someone whom the character has failed, killed, or betrayed? It's up to you how long you want to play it out. The haunting can be resolved with application to a priest, when the message is delivered, or when the ghost is put to rest in some other way.

092 A local food supply guild has blocked cheaper food from getting into the city by successfully lobbying for high tariffs. You learn about a group of smugglers bringing the food in so that it can be sold to the poor at a reduced price. //

- DC 15 Persuasion or Intimidate check to get the guild to lower the tariff. You may only attempt this once and if you fail the City Watch is called.
- DC 15 Persuasion or Religion check to get a city official to lower the tariff. You may only attempt this once and if you fail the City Watch is called.

Helping the smugglers with a series of DC 11 Stealth checks over three weeks (one per week) will cause enough market disruption for the guild to drop the tariff. If you fail, you escape but must start the smuggling operations over again until you are successful three weeks in a row.

093 A shady looking individual hands you a purse containing 2d4x10 gold and says that his employer is following your career with great interest. He leaves without answering any questions and gives you the slip if you try to follow him.

You meet an old herbalist who knows her craft very well. She offers wise, friendly advice to all who ask. // The following items can be found in her shop at half the normal price:

- | | | |
|-----|-----------------------|----------------------|
| 094 | 1. acid | 7. herbalism kits |
| | 2. alchemist supplies | 8. oil |
| | 3. antitoxin | 9. perfume |
| | 4. arcane focuses | 10. poisons |
| | 5. disguise kits | 11. soap |
| | 6. healer's kits | 12. Spell components |

Each time you visit the city, roll 1d6. On a 1 or 2 you cannot seem to find the shop again no matter how hard you look.

095 You see a smash and grab in progress at a poor immigrant's shop by 2d4 thugs.

096 You see a crippled adventurer near the docks, begging for enough money to get home. He can't really work much on a ship so he has to pay 20 gp for passage. He'll have nothing when he gets there but he's not bitter and he's not begging for more.

097 Across the street, you see a mean looking human standing right next to his wanted poster. // DC 13 Stealth check to tail him to where he is staying. Attack vs. 15 AC to subdue him and call for the City Watch. If you fail, he slips away, perhaps remembering your face. The bounty is 30 gp.

You make a new friendly contact in a region of the city. // Roll 1d10 to see where:

- | | | |
|-----|--------------------|-------------------------|
| 098 | 1. On the Docks | 6. Government District |
| | 2. Poor Quarter | 7. Noble House |
| | 3. Market Street | 8. In the City Watch |
| | 4. Temple District | 9. Criminal Underground |
| | 5. Arcane School | 10. At a Bank |

099 An old acquaintance has been caught and is scheduled for execution for something relatively minor but done to an important noble. // You can pay the fine of 2,000 gp or make a DC 18 Persuasion check to convince the noble to drop it. DC 18 Stealth to spring your friend from the jail and get them out of the city. If you fail by 5 or more, you are caught in the act.

100 Through inheritance, gambling, or for service to the crown you gain ownership of a small farm just outside the city walls. You may do whatever you want with the land but if you hire a family of farmers to work it for you it yields a profit of 120 gp every harvest season.

Barbarian



| D100 | Event |
|------|---|
| 001 | On the street outside a tavern, a big human leans against the wall with 1d3 thuggish cronies. He calls out, “Oy, smells like somebody’s fur flap needs a wash. How’s about you turn around and go jump in a lake somewhere.” // DC 12 Intimidation check to scare them away, though they might be back in greater numbers later. Otherwise, they’ll attack with fists and clubs. The big thug could be goaded into a one-on-one fight. The others will run away if the leader loses. |
| 002 | You pass a shop displaying furs and goods from your homeland. // The owner has never been there herself but she tells you she’s expecting another shipment within 1d4 days from a trader who goes there regularly. |
| 003 | The smells of the city sicken you and you long for a quiet, wide open space. |
| 004 | Looking for a quiet space amidst the noise and crowds, you slip into a building and realize it’s a library. Though the clerk looks nervous, no one asks you to leave. |
| 005 | A circus performer spots you and says that their strongman is ill, would you consider filling in for an evening? // It only pays 2 sp but there's free food and drink to be had. |
| 006 | A scrawny young man stares at you from across the common room of a tavern. // After a time he visibly gathers his courage and asks if you will teach him how to get in touch with his raging, primal self. He’s brought his own warpaint and an axe for chopping wood. |
| 007 | You see an adventurer from a rival tribe of barbarians as he ducks into a tavern. He is wearing several battle tokens of your own tribe, meaning he has defeated many of your tribe’s warriors. // (Use Berserker stats) |
| 008 | The urge to hunt is upon you but the only big game to be found near the city is on private hunting reserves for the city nobility. // You can ignore the impulse, though it makes you unhappy, you can poach some game, or you can attempt to get permission from a noble with a DC 13 Persuasion and a 10 gp fee. |
| 009 | You come across a paint seller who claims that her warpaint brings good luck and protection from evil magic. // It costs 10GP but has no magical properties. |
| 010 | You are struck with a pang of loneliness. You think about your current companions and wonder if any of them are worthy to be counted your new family. |

Bard



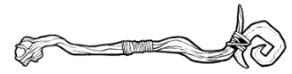
| D100 | Event |
|------|---|
| 001 | You are invited to the ruling court to perform. |
| 002 | You learn that a minor noble is looking to become patron to a bard of talent. // If you succeed in a DC 15 Performance check. The noble will support you with 50 gp per month for 6 months as long as you perform at the noble's events twice per month. |
| 003 | You come across, or start, an impromptu music festival in the street. |
| 004 | <p>A young woman asks if you believe in true love. Will you deliver a letter to her forbidden lover? // Roll 1d6, the young woman is:</p> <ul style="list-style-type: none"> 1: A member of the Thieves' Guild in love with a member of the City Watch. 2: A peasant in love with the son of a duke. 3: A minor noble in love with a noble from a feuding family. 4: A questing knight in love with a prince who is promised to another. 5: A shopkeeper in love with a merchant who owes her father 1d6x100 gp. 6: The owner of a tavern madly in love with one of your adventuring companions, whether they know it or not. <p>If you read the letter, it details a plan to run away together to the countryside, though they have nothing saved for the trip.</p> |
| 005 | You find another bard singing one of your songs to much acclaim. // Are you flattered or outraged? You may have to persuade people that you really wrote the song by performing it better with a DC 13 Performance. |
| 006 | You are challenged to a musical duel, best of three opposed Performance checks (The other bard has +5 To Performance). The loser must not perform in town for 1d4 weeks. |
| 007 | <p>A master bard offers to teach you the most musically difficult song ever for 100 gp. // Spend 2d4 days practicing, after which you must make a DC 15 Perception check, a DC 12 Intelligence check, and a DC 20 Performance check. If you fail, your teacher offers to instruct you again in one month, requiring another 2d4 days.</p> <p>If you master the song, you may play it to gain +4 and Advantage on a single Performance check. Afterward, your hands are raw and bleeding, you lose your voice for 1d6 days, and you must repair your instrument for half its cost before it can be used again. The song takes 8 minutes to play in its entirety, which you must do to gain Advantage. The song is considered a magical effect when it is advantageous.</p> |
| 008 | The day after you perform, an investigator comes to speak to you about a criminal who claims he committed the crimes under the magical influence of your music. |
| 009 | A group of myth scholars request your knowledge unraveling some recently translated writings. // DC 16 History Check. If you succeed, in 2d4 months they dedicate a book to you. If you fail, perhaps you'll find something to help on your travels. |
| 010 | Someone wants to pay you 300 gp, or plead to your better nature, to use magic music to influence a politician on an upcoming vote. |

Cleric



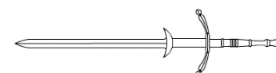
| D100 | Event |
|------|--|
| 001 | Dark birds. Disturbing patterns. Broken mirrors. You seem surrounded by bad omens. |
| 002 | The clear sound of a bell. The sun breaking through the clouds. Good omens abound. |
| 003 | A rival church has fallen on hard times. Their teachings differ from your own but they do good work in the community, including teaching literacy for free. // They do not ask for it directly, but church needs 200 gp for renovations and supplies to stay open another year. |
| 004 | A cleric whom you know from attending lessons together asks to meet with you. // He confesses that he has begun to question the faith. DC 14 Religion check to get him to stay. |
| 005 | <p>You attend a lecture where a superior priest has started teaching things that don't line up with what you learned in your religious training. // Roll 1d6 or the DM chooses one of the following:</p> <ul style="list-style-type: none"> 1: The priest has misinterpreted holy writ and no one else has dared contradict him. 2: The priest is getting very old and is confused. 3: This particular temple has decided to preach the change, hoping others will follow. 4: The priest is deliberately, maliciously spreading a false teaching. 5: The priest is no priest at all, but an imposter. (Use Cult Fanatic stats). 6: The entire church has decided to change this teaching. The mandate comes from the very highest levels. <p>If 1-4 and you confront him, make opposed Religion checks (The priest has +6). On success you convince the other members of the temple you are right. On failure, you are told to go study and pay penance for 1d6 days, though you know in your heart you are right.</p> <p>If you roll or decide that the church is changing its teachings, this presents an intense roleplaying opportunity for the cleric player. Where are their true loyalties? The cleric's abilities are not affected, perhaps indicating that they are following the true path.</p> |
| 006 | You see a member of your faith publicly shaming someone for not following the tenets of your religion. |
| 007 | A holy site within the city has been desecrated. // You can either help rebuild and rededicate the site, which takes 1d4 days, or you can go in pursuit of those responsible. A DC 12 Investigation check leads you to 1d4 Cultists and 1 Cult Fanatic (See Appendix) using the basement of a library as a hideout. |
| 008 | A noble asks for you to exorcise haunting spirits from her home. // You can exorcise the spirits by Turning Undead. The noble gives you 1d6x100 gp as an offering to your church. |
| 009 | An irreligious, wealthy merchant is hosting a debate night and inviting all religions and philosophies, claiming he, and his fortune, will join whichever persuades him. // Roll four 1d20s at +4 each. These are the Religion checks to beat. The merchant and his friends laugh and disrespect all whom attempt. At the end, he claims he will think about it. |
| 010 | There are protestors outside your temple. They claim your order is corrupt and they should give money back to the people. // The longer it goes on, the more violent the protesters become. They are chased away by the City Watch but they always come back. |

Druid



| D100 | Event |
|------|---|
| 001 | You discover a community garden that has been neglected and is overrun with weeds. // If it were taken care of, or people learned to take care of it, it could supplement the food supply of many poor people. DC 10 Nature check and 2d4 days to get it in order. |
| 002 | A local animal follows you about as if it has something to tell you. // Roll 1d6 or the DM chooses: 1: A warning of danger for you and your companions. 2: A complaint against a local who is cruel to the animal's kind. 3: The animal is curious having never met a druid before. 4: A plea to be taken somewhere other than the city. 5: The animal has nothing special to say but keeps following you (You suspect it could be a spy). 6: A tip about a treasure buried outside the city. |
| 003 | In a city park, you find the stones and trees of an ancient sacred grove. They could be relocated, but it would be a massive undertaking costing 5,000 gp. |
| 004 | You notice a sick tree. It doesn't seem to have spread to others. If it does it could devastate all the trees in the city. Should you save them or is this a natural consequence of packing too many people together? // DC 14 Nature to heal the tree over 1d4 days or it can be destroyed and the roots burned. |
| 005 | You see the signs of a great storm coming. You could warn the people of the city but would anyone here listen to you? Perhaps you should let nature take its course. |
| 006 | You learn about a group of city dwellers, nobles, peasants, wealthy merchants and immigrants, who all set aside their differences from time to time to visit a sacred grove outside the city where they perform harmless druidic rituals that seem entirely invented by someone who has never known a true druid. |
| 007 | In the smoke of the many chimneys you see a brief vision of your totem animal or an animal important to your people. What could such a vision mean in a place of civilization? |
| 008 | You meet a local ranger outside the walls who agrees to keep an eye out for anything you might want to know about the area. |
| 009 | A druid elder contacts you in a dream, requesting you meet him outside the city walls. // He tells you that an ex-druid is planning to teach the secret druidic language at a school within the city. He asks you to capture the ex-druid and bring him to a druidic council for justice. All of his notes should be brought as evidence, after which they will be destroyed and the ex-druid killed.//DC 20 Cha (Persuasion or Deception) to get the ex-druid to come with you willingly. DC 15 Stealth to capture the ex-druid or you may kill him yourself. |
| 010 | People are being torn apart by a wild animal within the walls but the animal's trail always disappears. The City Watch is rounding up suspected shapeshifters like druids for questioning. |

Fighter



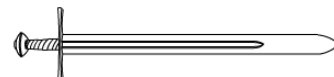
| D100 | Event |
|------|---|
| 001 | You are sitting in a tavern when the locals start a scar and story contest. // The DM should roll three 1d20s. These are the numbers to beat with a Perform, Persuasion, Deception, or Intimidate check. The winner gets free food and drinks for 1d4 days. |
| 002 | An armorer calls out that you are the perfect height for a new design of armor, if you'll stand in as a model, you can keep the armor if you give a report of its effectiveness. // The fitting takes 1d4 days and the armor matches whatever armor you are currently wearing unless you want to pay the difference to upgrade it to heavier armor. When you are wearing the experimental armor and are subject to a critical hit, roll 1d6: 1: You suffer the full effects of the critical hit and the armor falls apart. 2-5: You suffer the full effects of the critical hit. 6: You suffer a normal hit instead of a critical hit. |
| 003 | You meet another fighter who tells you there is a truly excellent tactics and techniques section in a nearby library. |
| 004 | A noble offers to hire you as a temporary bodyguard until he can find someone more permanent. It pays 8 gp per day. // You soon learn that the noble is paranoid and demands that you are by his side every moment even ordering you to sleep in the same room. He shows no signs of trying to hire another bodyguard. // If you leave his service, he offers to double his daily price and weeps uncontrollably, saying he thought you were friends. |
| 005 | You are approached by a person who is obviously from a poorer section of the city. He asks to speak to you privately. // The man and his neighbors wish to quietly form a militia to protect themselves from criminals. If you spend 1d4+3 days training the man and his neighbors, during which they feed and house you, there is a noticeable drop in crime in the area. The neighborhood tries to pay you 50 sp for your efforts. // There is a chance that others will take notice and not appreciate your efforts including crime bosses, the City Watch, and local government officials. |
| 006 | Someone with a difference of opinion on fighting styles wants to fight you to first blood. |
| 007 | An old friend has a quick security job outside the city that will only take 1d4 days. // The job is uneventful and pays 2 gp per day, meals included. |
| 008 | A noble is looking for extra security for an art show. The job pays 1d6x2 gp. |
| 009 | Two feuding nobles want to hire fighters for 50 gp to duel to first blood. There is a 300 gp bonus for the winner. // The other fighter gets word to you that you should put on a show and then pretend to lose and he'll split the bonus money. DC 12 Cha (Performance) check to sell it to the nobles. Otherwise, make opposed Attack rolls (The other fighter has +4 Attack). The winner gets the bonus and the loser takes 1d8+2 damage. |
| 010 | You see a squire practicing hard at a local barracks long after hours, afraid of being dismissed for poor fighting skills. You can offer to train him for 2d4+2 days before his knight returns. Or it takes a DC 12 Persuasion or Deception check to convince the squire to leave the knight's service for another profession or to join a mercenary company. |

Monk



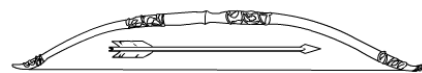
| D100 | Event |
|------|--|
| 001 | You see a tasteless tavern modeled on a parody of your cultural and philosophical teachings. |
| 002 | A noble offers to pay you 3 gp a day for lessons in martial arts but he has no interest in learning philosophy or spirituality. |
| 003 | A local cleric wishes to invite you to debate your philosophy against his religion. // Opposed rolls to see who comes off better. The character may use Wisdom, History, Insight, Religion, or Persuasion against the cleric's +4 Religion roll. |
| 004 | A monk temple is celebrating their new calendar year and they ask if you are willing to perform for the celebration with a display of Acrobatics or Athletics. |
| 005 | A master offers to teach you a new technique for clearing your mind in order to make difficult decisions. // After you learn the technique, if you are successful in a DC 14 Wisdom check after mediating for four hours you receive Advantage on an Insight or Religion check on a question you are pondering. Consider using this as a way to give the monk character clues about the positive and negative consequences of their actions. This is not meant to be a game bonus as much as a story motivation for the character to behave in a meditative way. |
| 006 | A noble asks to be trained in the way of peaceful mediation. // DC 12 Religion check to successfully teach the noble for 1d4 +2 days. If you are successful, he says that he wants to be free of all worldly cares and he asks you what he should do with his wealth. If you fail, he thanks you for your time. |
| 007 | A notorious burglar always gets away by leaping nimbly across the rooftops. It will take someone equally skilled to follow. // DC 15 Acrobatics to catch the thief. |
| 008 | You meet a guru dispensing wisdom. When he discovers you are an adventurer, he has nothing but disdain. He thinks you should quit such a life and find a place to meditate. |
| 009 | A man boasts of being the best fist fighter in the city. He hurls insults at everyone. If anyone challenges him, he names a tavern on the following night where they clear a space for fist fights. // Best of three opposed Attack rolls. The fist fighter has +7 to Attack. What happens after the match? Will you become friends, rivals, sparring partners? |
| 010 | A noble claims to be a master of your discipline of martial arts. He invites many people to his estate for a tournament. // Before the tournament begins, a steward takes you aside and offers you 50 gp to let the noble win, as he apparently does with everyone. To win the tournament, you must succeed in three consecutive opposed Attack rolls against an Attack bonus of +3. |

Paladin



| D100 | Event |
|------|--|
| 001 | You meet a fallen paladin who tells you it isn't worth it to fight for good. He spends his days in drink. // DC 16 Religion, Insight, or Persuasion to convince him to clean up his life and swear his oaths anew. |
| 002 | A 12 year old girl has run away from home and started following you around. She tells everyone that she is your squire. |
| 003 | You see a group of people gathered around a wailing woman. Her young child has fallen from a second story window and is gravely injured. // You can save the child with your Lay on Hands but if you do, you are mobbed for 1d4+1 days with other people asking to be healed. The mob leaves if you angrily command them to or if you go into hiding. |
| 004 | A cleric asks if you will be a champion for religion in an upcoming duel with an offensive nonbeliever who has challenged the way of faith. // If you accept, the best of three opposed Attack rolls against the nonbeliever's Attack Bonus of +5. What happens afterward? Can the nonbeliever be convinced to see the good in religion or at least to let others practice in peace? Will he become a terrible rival? |
| 005 | A woman is soon to be a widow and her children fatherless when her husband is executed for his crimes. Her husband turned himself in for theft when others fled. Now the full weight of the law is falling on him alone. He is guilty, but shouldn't there also be mercy? |
| 006 | You visit a local center of religion where you examine your past actions in quiet. Is there anything of which you must repent? Any stone of evil you have left unturned? |
| 007 | An old paladin lies abed, tended by acolytes, but he longs for a last adventure, some final good he can do. He asks for your help to escape so that he can ride off into the sunset. |
| 008 | A member of your order tells you that his paladin daughter has been killed by a criminal. He cannot dispense himself justice because it would be done out of anger. He asks you to keep your eyes and ears open for the murderer and bring him to justice. |
| 009 | In your studies, you come across a disturbingly well written book that calls your oath into question. You find out that the writer lives here in the city and you wonder how many paladins this book has destroyed. |
| 010 | One of the leaders of your order tells you that they have in their custody a terrible criminal who has escaped justice many times through wealth and connections. Many of the local paladins have seen loved ones and friends suffer at his hands or those of his thugs. The leader asks if you will act as an impartial executioner at a secret trial because they cannot trust city officials to do their duty. The evidence presented is overwhelmingly in favor of his guilt. |

Ranger



| D100 | Event |
|------|---|
| 001 | There is an infestation of crows and you see an advertisement for a bird shooting contest. |
| 002 | A local dog follows you about, looking half-starved. |
| 003 | Street traffic is worse than usual. Up ahead, you catch sight of a carriage with four horses blocking the way. The young driver has apparently lost control of the animals and they are beginning to panic, straining in their traces. The driver strenuously applies his whip. |
| 004 | Local authorities ask for your help to track down a fugitive who just escaped the city walls and can't have gone far. // DC 13 Survival check to track the fugitive. If you fail, you can try again the next day but each day increases the DC by 1. |
| 005 | A man from the local zoo approaches you. They have in their keeping a tiger who appears depressed, but the tiger has lived its whole life in captivity and would not survive in the wild. The other tigers do tricks and get exercise and have a good relationship with their trainers. Will the ranger help the tiger and trainers? // DC 14 Handle Animal check and 1d4 days will set the tiger on a healthy path. |
| 006 | As you prowl around outside the city, you hear of mutilated farm animals. // DC 12 Survival reveals an owlbear that has wandered close to civilization. If you succeed in a DC 12 Handle Animal check you can lead it back into the wild, which takes 1d4 days, or you can kill it immediately. If you fail, roll 1d6 every night. On a 1 or 2 it kills someone. |
| 007 | Outside the city, you are hailed by farmers who recognize your profession. A farmer offers to feed and lodge you if you would teach him and his children tracking and woodlore. |
| 008 | You are approached by a noble known for hunting exotic creatures in distant lands. He confesses that he is tired of relying on guides and offers to pay you 100 gp to train him in woodlore and tracking for 1d4+3 days. |
| 009 | A group of clueless, foppish nobles offer 200 gp for you to act as a guide on a hunting trip that will last 1d4+2 days. // They take a carriage out to a game preserve. During the trip they mistreat their equipment, leave garbage in their wake, and frequently get drunk and loud while they are irresponsible with fire. They only paid you half up front but you are tempted to leave them at the mercy of the wild. |
| 010 | A certain street has seen several killings at night and the neighborhood lives in fear of when the killer will strike again. // With a DC 15 Stealth check you can stalk the stalker. Make an Attack vs 16 AC to kill or subdue him. If you turn him over to the authorities, roll 1d6. On a 1 or 2, there was not enough evidence to convict the killer and he is set free. |

Rogue



| D100 | Event |
|------|--|
| 001 | <p>You see someone planning a heist using thieves cant. // DC 12 Persuasion or Intimidate can get you in on the job, even if the others aren't happy about it. You could end up getting a cut, or maybe getting cut. Roll 1d6 to see how it goes:</p> <p>1: The thieving crew sets you up. Make a DC 12 Insight check to realize it before you walk into a trap set by the City Watch.</p> <p>2: Your crew botches the job and scatters. Make a DC 12 Stealth check or get picked up by the City Watch.</p> <p>3: Your new "friends" scatter into the night without giving you your cut. With a DC 15 Stealth check you can follow them back to their hideout.</p> <p>4-6: You pull off the job without any big hitches. Your cut is 1d6x50 gp.</p> |
| 002 | <p>For 1d6x10 gp, a snitch tells you when a certain merchant's home will be empty. // Make a DC 11 Stealth check. Success: 2d4x100 gp. Failure: You get away with nothing.</p> |
| 003 | <p>A locksmith seeks an apprentice for 1 gp per day. // DC 13 Deception check to get the job. If you get the job and spend 1d4+1 weeks working hard for eight hours a day, you become familiar with most mundane locks in the city and you have advantage when using Thieves' Tools on them for the next 6 months.</p> |
| 004 | <p>The City Watch is seeking someone to instruct their detectives in Stealth. // It takes 2d4+2 days and a DC 12 Stealth check to teach them. The job pays 2 gp per day and gets you on the City Watch's good side.</p> |
| 005 | <p>There is an exclusive club for rich people who collect art. If you bluff your way in, you have a chance to lift some art easy. // Getting in takes 1d4+1 days, a DC 14 Deception check, and 2d6x100 gp worth of legitimate art. Later, make a DC 10 Stealth check to steal 2d6x500 gp worth of art. After the theft, the club disbands. If you fail the Stealth check they're on to you but don't contact the City Watch. Instead they keep your art.</p> |
| 006 | <p>You learn about a jailbreak in the works. The group planning it wants several members of their smuggling ring sprung, but they share a cell block with several notorious murderers who would also be let loose on the city.</p> |
| 007 | <p>A merchant puts out a hit on another merchant who sells the same goods. Neither of them is particularly savory and whomever is not killed stands to monopolize the market on those goods, doubling the price and the profits. // It takes a DC 12 Investigation check, a DC 15 Stealth check, and an Attack vs AC 16 to accomplish the job. The hit pays 2,000 gp.</p> |
| 008 | <p>A local merchant is offering a bounty to whomever can sneak into her own warehouse and steal something. Then she'll pay the burglar to tell her how they did it. // DC 17 Stealth, Sleight of Hand, or Deception gets you in and she pays you 300 gp. If you are caught, the merchant leaves you to the mercy of the City Watch, denying such a bounty exists.</p> |
| 009 | <p>You learn there is a hit out on one of your adventuring companions paying 1,000 gp</p> |
| 010 | <p>You are invited on a heist that involves tunneling into a vault underground. // Halfway through the job you learn the vault actually belongs to a church that uses the money for an extensive welfare program and that your heist companions lied to you.</p> |

Sorcerer



| D100 | Event |
|------|---|
| 001 | A wizard interested in learning more about sorcerous magic invites you to meet his circle. // If you go, the wizards treat you like a freakish curiosity. They ask you extremely rude and personal questions about your body, your parentage and your Personal habits. |
| 002 | You feel a pull of magic and follow it to an empty well where you feel a strange gathering of power. // A DC 12 Arcana roll allows you to absorb some of the energy, gaining Advantage on your next spell attack roll. If you fail, you get a blinding headache from the magical backlash and you must spend the next day in bed with a fever. |
| 003 | You meet a little husk of a man, wallowing in poverty and drink. He claims that he was once a mighty sorcerer until an elf with a magical dagger stabbed him and sucked all the magic from his soul. // DC 10 Arcana roll allows you to feel a terrible hollowness near him. |
| 004 | A blind beggar suddenly jerks his head around and appears to stare at you with his sightless orbs, wailing about the bright figure before him. Everyone nearby looks at you suspiciously. No tavern or merchant in this area will do business with you. |
| 005 | You hear music that, for whatever reason, seems to sooth the storm of magic in your soul. // If you follow it, you discovery a poor young woman playing a mundane flute. For a few coppers she will teach you the song and it always brings you a measure of peace. |
| 006 | A library will pay 5 gp for essays on magic from practitioners, particularly sorcerers. // It takes 1D4 days and a DC 12 Arcana or Insight check to write a piece that they will accept. |
| 007 | A wizard walks by in the crowd, fiddling with a device. As he passes you, an arc of purple lighting leaps from you into the device, causing it to explode. The crowd panics and starts to stampede. // You can escape notice with a DC 12 Stealth check. If you fail, the wizard and others spot you and, calling for the City Watch. The wizard blames you for the destruction of his device and demands 1d6x100 gp for it. |
| 008 | You discover a book about a sorcerer with powers like your own. Though he died a long ago, the book tells of a stone that teaches sorcerers the true origin of their magic. |
| 009 | A merchant wants to pay you 5 gp per day to teach him magic and to “soak in your mystical essence.” // After 1d4 days, roll 1d6: 1: After failing to do any magic he says, "They'd all laugh at me if they knew. No one must ever know..." He attacks you with a crossbow, +2 vs your AC for 1d8 damage. You can escape now or you can take your revenge by killing or scarring him. 2-3: He gives up, depressed. 4-5: The merchant believes that he can make a cup wobble, and for a moment you think you see it too. He asks you to stay for another 1d4 days. If you do, roll again. 6: The merchant actually manages to light a candle with magic. Whether it was your influence or not, you can't say. He pays you an extra 1d6x200 gp and says he must immediately embark on a mystical journey of self-discovery. |
| 010 | A dwarf master smith believes he can use your help to make magical weapons and armor, though his methods aren't proven and he thinks it will take several years for the magic to sink into the metal. // He pays you 5 gp and says if it succeeds, you'll be the first to know. |

Warlock



| D100 | Event | | | | | | | | |
|---|--|---|--------------------|----------------------------|-------------------------------|---------------------------|--------------------|--------------------------|----------------|
| 001 | You see your patron's burning symbol emblazoned on several people's foreheads | | | | | | | | |
| 002 | An animal has been following you around the city. When you are alone, it speaks in your patron's voice, following up on a task you've been given. | | | | | | | | |
| 003 | A strange young woman approaches you and speaks the name of your patron. She smiles and says that she hopes someday you will prove an ally. She soon disappears. | | | | | | | | |
| 004 | <p>Someone who knows your talent for such things asks you to look at some mysterious writing that has appeared on a church wall. // DC 14 Arcana to decipher it. Roll 1d6:</p> <p>1: It is a warning for members of the church to leave the city before midsummer or suffer a terrible fate.</p> <p>2: It lists the sins of the church clergymen.</p> <p>3-4: It is a curse that will slowly cause madness in anyone who spends time in the building. It cannot be washed off or erased. The wall will have to be demolished.</p> <p>5-6: The letters of the strange writing puff away into dust as you read them, appearing again inside your mind. You gain a single-use extra spell slot that can only be used for a spell of Level 2 or lower. If you do not have a spell that low, you may select one from the Warlock spell list for this single use.</p> | | | | | | | | |
| 005 | <p>You are invited to a secretive cabal of warlocks who serve a patron similar to yours.</p> <p>// If you accept the invitation you swear an oath to support the other members of the cabal as far as your patron will allow. In return, they offer their support to you.</p> | | | | | | | | |
| 006 | A failed young wizard seeks you out and asks you to introduce him to your patron. His family is ruined and he has no talents or money. | | | | | | | | |
| 007 | Vehicles breaking down, animals misbehaving, food suddenly spoiling, people losing family heirlooms, it seems like bad luck surrounds you today, and someone takes notice. People start accusing you of having the evil eye or being a trickster spirit. No one in this area of the city will do business with you for 1d4 days. | | | | | | | | |
| 008 | <p>You hear of a warlock in the city who once followed your patron. // A DC 12</p> <p>Investigation check leads you to a gibbering madman locked in a cell, scribbling on the wall in a nonsense language. If he sees you, he winks and laughs.</p> | | | | | | | | |
| 009 | You patron tells you, for the good of your cause, that a certain merchant must die. From everything you find, he seems like an honest, decent human being who is no threat to anyone. If you question your patron, it tells you that it's nothing the man has done, but that something he might do in the future. | | | | | | | | |
| 010 | <p>Your patron instructs you to get a certain tattoo on a random part of your body. You will need it later. // Roll 1d8:</p> <table border="0"> <tr> <td>1: On the cheek (+1 to Intimidation rolls)</td><td>5: The ribs</td></tr> <tr> <td>2: Back of the hand</td><td>6: Inside of the wrist</td></tr> <tr> <td>3: Top of the foot</td><td>7: Shoulder</td></tr> <tr> <td>4: Over the heart</td><td>8: Palm</td></tr> </table> | 1: On the cheek (+1 to Intimidation rolls) | 5: The ribs | 2: Back of the hand | 6: Inside of the wrist | 3: Top of the foot | 7: Shoulder | 4: Over the heart | 8: Palm |
| 1: On the cheek (+1 to Intimidation rolls) | 5: The ribs | | | | | | | | |
| 2: Back of the hand | 6: Inside of the wrist | | | | | | | | |
| 3: Top of the foot | 7: Shoulder | | | | | | | | |
| 4: Over the heart | 8: Palm | | | | | | | | |

Wizard



| D100 | Event |
|------|---|
| 001 | Something snags on your component pouch and tears it open, spilling your components into the street where several hands are quick to snatch things up and run. |
| 002 | A young couple brings you a magically sealed box and they offer to split whatever is inside if you open it for them. // DC 18 Arcana check that can be tried once per day. Roll 1d6: 1: <i>Dust of sneezing and choking</i> is released 2: Set of knuckle bones worth 30 gp 3: Deck of necromantic cards worth 50 gp 4: A wand worth 1d10x 10 gp 5: A scroll of a random 1d4 Level spell 6: An orb worth 1d6x100 gp. |
| 003 | While perusing a mundane bookshop, you spot an extremely rare magical text on sale for 5gp. It could easily fetch a price of 1d6x100 gp in the magical community. The shop owner clearly has no idea of its real value. |
| 004 | A well-known wizard wishes to work with you on magical theory for the next 2d4+3 days. Will you become great friends, rivals, sworn enemies? // If you make a DC 16 Arcana check you have a breakthrough which causes an uproar in the magic community. |
| 005 | You are invited to join an order of wizards who gather to discuss magical philosophy and theory on a weekly basis. Its members have many connections and enjoy a marvelous reputation. Dues are 50 gp per month. // If you join, you quickly come to realize that they spend an awful lot of time eating and talking and very little time actually practicing magic. |
| 006 | The city is electing a new archmage from amongst a ruling magical council. All who can perform a spell of Level 2 and higher may vote. // One candidate wants to expand magic teaching to more people and the other wants to protect the quality of magical education by keeping schools small. Make opposed 1d20 rolls with any player character votes adding a +1 to either side. |
| 007 | Your research yields a new spell for your spellbook of level 3 or lower at no cost. |
| 008 | There is a rumor going around that you have discovered a potent magical item in your travels and that you keep it hidden on your person. For the next 1d6 days you have advantage on Persuasion and Intimidate checks with anyone in the magic community. |
| 009 | A rival wizard insults you and your chosen school of magic. He challenges you to a magical duel. // The winner is the best of three opposed Magic Attack rolls. Rival Wizard +5. Your rival is seen as a bully in the magic community and if you defeat him your estimation their eyes will be greatly increased and your opinions sought more often. |
| 010 | You find a deal on spellbook components. The next 1d4+1 spells you write in your spellbook are at half cost. |

Dwarf



| D100 | Event |
|------|--|
| 011 | You visit a dwarven hall for the evening. The skald there sings a long, soulful song called "The Forging of the Mountains" that reminds you what it means to be a dwarf. // The song either fills you with pride or shame. If you are looking for another dwarf in the city, this hall is a good place to find them. |
| 012 | In a tavern, a drunk human playfully tugs on your beard. |
| 013 | You recognize the rune of your distant kinsfolk above a forge. // The proprietor is happy to see you and offers a 25% discount on goods. Also, she asks if you'll keep an eye out for any rare metals or stones on your journeys. |
| 014 | A dwarven mining expedition is looking for investors. // If you invest, the expedition lasts 4d4 months. You can roll 1d6 every month: 1: The expedition has been overrun with goblins or something worse. 2: No word from the expedition. Roll again in next month. 3-4: You gain 25% of your original investment this month. 5: You gain 50% of your original investment this month. 6: You gain 100% of your original investment this month. |
| 015 | A member of your clan has been arrested and is in a human jail cell. Your other clansmen know he is guilty but feel that he should face a trial by his own people. // DC 17 Persuasion to get him released to dwarven custody OR bribe a human official 1,000 gp. |
| 016 | A dwarf ambassador confides in you that a dignitary was supposed to come from a nearby dwarf kingdom but has refused to do so. The ambassador worries that important trade deals will fall apart if the meeting doesn't happen and he asks you to pose as the dignitary. The ambassador will do almost all of the actual talking but without this deal a lot of dwarves and humans will be out of work. // DC 12 Deception to pull it off. |
| 017 | You find a dwarf-run tavern aimed at non-dwarf customers. All of the decor and staff are over-the-top dwarven stereotypes in a way that is positively shameful. The proprietor, however, is making money hand over fist. |
| 018 | You meet a human adventurer carrying a dwarven family battleaxe. // Roll 1d6: 1: The heavily scarred human catches you looking. He sneers and points to his belt where also hang what could very well be braids of dwarven beard hair. 2: The human is loud and crass, slopping his drink over himself and the axe. 3-4: The human is unremarkable and found the axe in an abandoned troll warren. He will sell it to you for 1d4x100 gp. 5-6: The human seems entirely noble. He says he was presented the axe for heroic service to a dwarven clan. |
| 019 | A dwarf's business is failing and his only hope is to sell the business to an elf. He asks your advice. |
| 020 | You see an offensive puppet show in which dwarves and goblins learn to live harmoniously and share their gold. |

Elf



| D100 | Event |
|------|---|
| 011 | You are homesick for the trees of your homeland. |
| 012 | You see an aging human merchant peddling cheap “elven” wares that clearly aren't. He seems harmless and obviously does not make a very good living on it. |
| 013 | You see an old and revered elder of your people, supposedly on sabbatical to an ancient elven shrine, living riotously in the company of dissolute humans and dwarves. // If you confront him, he begs you to keep his secret. If you refuse, he offers a bribe of 1,000 gp. |
| 014 | Some people talk about the ghost of the city park. // With a DC 12 Investigation, Perception, or Survival check you discover a young elf urchin who speaks only Elvish. |
| 015 | An elven merchant asks for your help to unload half a warehouse of terrible elven wine. She needs another elf to pretend the wine is delicious so that the pretentious humans will buy it. // The sale takes 1d4 days and a DC 12 Deception check. Your cut is 2d4x200 gp. |
| 016 | A slow procession dressed in gray makes its way through the streets with a mournful song. It is an elven funeral making its way to a slender ship at the docks. All elves are invited to join in the song of mourning. |
| 017 | You are asked to sit in on a council of justice regarding a captured dark elf. The human government has empowered the council to impose the death sentence if they see fit. // The evidence is circumstantial at best, surely not enough to sentence a high or wood elf to death. But can there be any doubt that this dark elf has done something evil in his time on the surface of the world? If the player character <i>is</i> a dark elf, then the question becomes all the more poignant. How will the surface elves react if the character defends their own kind? |
| 018 | A burglar is successfully hitting houses by using a powerful sleeping spell. The owner of a house wants to set a trap and hire an elf to catch the thief. // DC 13 Stealth or Deception to catch the thief unaware and then an Attack vs. 15 AC to kill or subdue him. |
| 019 | A half-elf comes to you, hoping you'll support him getting admittance to an elf only temple. // DC 14 Persuasion or Religion check to help the half-elf gain admittance. Or you can tell him he should give up trying. |
| 020 | A leader in the elven community of the city is trying to convince other elves to withdraw to their homelands and take up an isolationist approach to international politics. |

Halfling



| D100 | Event |
|------|---|
| 011 | While shopping, you find something that you simply must have, but it's on a high shelf. The store is busy and no one seems to be paying attention to you in the least. It should be an easy climb... |
| 012 | Someone approaches you and says there's good money to be made in sort of acrobatics show. // You discover later that it's a halfling tossing contest, all in good fun. Sort of. |
| 013 | You meet a halfling who owns a food cart. She looks at you hopefully. // If they try some of her food, it's terrible. With a 100 gp investment the character can send her to culinary school for a month and get her set up with a better food cart. Three months later her business thrives and she will feed the character for free whenever they are in the city. |
| 014 | You spot a full grown halfling passing himself off as a human child adopted by a wealthy couple. The couple seems happy, kind, and indulgent. |
| 015 | A halfling who has lived in the city all his life is attempting to run for a local government office but it seems that no humans take him seriously. He asks for your help. Perhaps you have some non-halfling hero friends who could give an endorsement? |
| 016 | A halfling bard is trying to gather tales of heroic halflings and asks if you'll contribute some of your adventures. |
| 017 | You strike up a friendship with another wandering halfling. When you mention some of the places you might go, he enthusiastically writes you a note and tells you to look up his hometown if you are in the area with need of good food and rest. |
| 018 | And angry human noble is petitioning the government to impose a curfew on halflings, who are known for being burglars. // DC 11 Persuasion to defeat the petition for now but if a halfling get caught thieving in the next two weeks the petition gains momentum. |
| 019 | You hear of a cruel crime lord who is trying to set up an underground fight between a lion and forty unarmed halflings. Surely no halfling would go along with it unless they were in truly desperate financial circumstances... |
| 020 | <p>The City Watch suspects there is a secret underground way into the city, but the crack they found is only big enough for a halfling to explore. The job pays 1d6x10 gp. // Roll 1d6:</p> <p>1-2: The crack leads nowhere.</p> <p>3-4: It's a tight squeeze but you do manage to get outside the city walls. An adult human could not fit through the passage.</p> <p>5-6: You discover a network of tunnels that lead to outside the walls and to multiple places within the city, most large enough for humans to use.</p> <p>It takes a DC 13 Deception check to lie about what you found in the tunnels. A smuggling ring will pay you 2d4x100 gp for the tip. An enemy army will pay 3,000 gp, though you'd hang for treason if anyone ever found out.</p> |

Human



| D100 | Event |
|------|---|
| 011 | You enjoy a night of song and dancing that might have gotten a little rowdy but not violent. The next morning a middle aged person comes to the place where you are staying and claims that you proposed marriage to them the night before. To prove it the person holds up some small token of yours. The family is expecting to meet you. |
| 012 | You hear a familiar song from your childhood. // If you follow it, you end up on the city wall where you find that some of your kinsmen have joined the City Watch. |
| 013 | Someone throws an egg at you and calls you unnatural for loving a non-human race. |
| 014 | An archaeological society is lobbying to make dungeon delving illegal to all those who don't have a license. Citizens of the kingdom are encouraged to vote on it. |
| 015 | You witness a human of a different nationality being mistreated by 1d4 human thugs of your nationality. |
| 016 | You learn that a human city official is pulling funding from mixed-race neighborhoods and using the money to greatly improve the lives of human-only poor areas. // It takes a DC 15 Persuasion, Religion, or History check to convince him this will hurt the city in the long run. Any Intimidation attempt makes things worse for non-humans in his district. |
| 017 | An inn catering specifically to another race catches fire. // If you help put out the flames you get a token of friendship from that race. |
| 018 | Some of your relations have been forced to move to the city and are on hard times. // It will take 200 gp and 1d4+1 weeks to help them find jobs and get settled into a modest lifestyle. |
| 019 | A human company wants to hire you as their official ambassador to other races and cultures. The job pays 20 gp per month plus a 100 gp commission for successful contacts in other lands. // Roll 1d8 to see what the company sells: <div> <div>1: Culturally insensitive art</div> <div>2: Anti-war propaganda</div> <div>3: Poetry publications</div> <div>4: Rare books</div> <div>5: Gourmet foods</div> <div>6: Scented oils</div> <div>7: Building materials</div> <div>8: Spell components</div> </div> |
| 020 | A friend from childhood has done something heroic and been ennobled for it. She invites you and your companions for dinner at her estate. |

Dragonborn



| D100 | Event |
|------|---|
| 011 | A shop owner keeps a very close eye on you, worried about your breath and claws. |
| 012 | You hear about a scale carving artist who can give an adult dragonborn permanent body art for 1d6+1x10 gp (younger dragonborn shed scales as they grow older). |
| 013 | A dragonborn fortune teller offers to cast the bones for you. // Roll 1d8 for the result: <div> 1: Beware other dragonborn 2: A fortune awaits the brave 3: Stop seeking approval from others 4: An old wound will heal </div> <div> 5: Beware of greed in the coming months 6: You should trust in a friend you doubt 7: A dragon will soon return to your life 8: Great glory awaits you underground </div> |
| 014 | A thug in a tavern says loudly that you look like you'd make a fine handbag or pair of boots. |
| 015 | A mad scholar keeps writing you letters, offering 1d6+1x1,000 gp if you'll lay an egg for him to study and raise as his own. If you assert that you are male, he waves this off, saying that his research shows a dragonborn can change gender at will. |
| 016 | You meet an angry dragonborn fighter of a different color than you. He loudly expresses his hatred of your color and tells you to watch your back when there aren't so many humans around because he'd like to rid the world of your kind // Use Berserker stats, add a breath weapon and +1 Natural Armor to AC. |
| 017 | A dragonborn scholar asks if he can buy you a meal and talk with you. // At the meal, he tells you about the ancient dragonborn empires and he whispers his contempt for the soft races. He says that when the call comes for dragonborn to rise up and retake the world he'll be ready and he hopes you will be too. His intensity can be alarming but he is a successful scholar and a good contact for History or Arcana research in the future, though he won't deal with your non-dragonborn companions. |
| 018 | A human woman screams and latches onto you. She says that years ago she was the consort of a dragon of your color and she is convinced that you are her long lost child. She claims to have had many visions of your future. She is obviously unwell and destitute. // She can be set up in a well-run asylum for 300 gp per year. If you visit her from time to time and pretend to be her child, she will remain calm and even take up a part-time job. Sometimes she tells you about the visions she has about you. |
| 019 | An animal doctor asks if you will pose for his anatomy drawing class. |
| 020 | A dragonborn of your color tells you that a great dragon of that same color has died, leaving his treasure to be distributed amongst dragonborn of your kind, if anyone can find it. |

Gnome



| D100 | Event |
|------|---|
| 011 | Several of your tools go missing. // A DC 13 Perception or Nature check reveals a packrat in the wall of where you are staying is responsible. |
| 012 | A burrowing creature begs for food. // If you feed it, it shows you a secret way into the city |
| 013 | A gnome tinker is working on a marvelously complicated little machine and he asks you to take it and give him written reports on how it performs. The device works like those found on page 37 of the PHB but it only takes 10 minutes to repair. // Roll 1d6 to see what it does: 1: Clockwork Toy (PHB, 37) 2: Fire Starter (PHB, 37) 3: Music Box (PHB, 37) 4: Soothing Frequency Healing Machine. Grants +1 to Healer's Kit checks within 5 feet. 5: Scuttling Light Source Beetle. Speed 20 feet, sheds light like a lamp (PHB, 152) 6: Gnome Army Knife: Functions as a full set of Tinker's Tools or Thieves' Tools -2. |
| 014 | A very old gnome does not wish to die in a human city. Will you help him find a nice place in the nearby woods where he can live out the remainder of his very short days? // DC 14 Stealth or Deception check to get him away from his human caretakers. If you fail, make a DC 13 Persuasion check or be charged with kidnapping. |
| 015 | A group of technophobic extremists are holding a street rally and disrupting several gnome businesses. // DC 20 Persuasion to get them to leave. DC 17 Intimidation to get them to leave, though they might come back. DC 13 Persuasion to get the City Watch to clear them away. If you help, the gnome businesses are grateful and offer you a 50% discount. |
| 016 | A friend invites you to work on a prototype of a mechanical lift for a tower in the city. If you help, it takes 2d4 days make a crafting roll. Did it come apart? Did you get a bonus? |
| 017 | A tavern you frequent has a kindly staff and good food, but it's practically coming apart. The keeper can't pay much but offers free food and drink for work done around the inn. |
| 018 | A harmless old gnome, not understanding humans would find it offensive, has been imprisoned by a human whom she embarrassed with a prank. // The gnome can be released if someone pays a 1d6x50 gp fine. A DC 13 Persuasion check will get the noble to drop charges. Alternately, you can make help the gnome escape from her minimum security cell with a DC 11 Stealth check. |
| 019 | There has been a large caravan from a gnomish homeland full of things good for tinkering. |
| 020 | A gnome child has gone missing in the woods outside the city. // DC 13 Survival or Nature check to find her. If you don't find her the first night, the DC increases by 1 every day. If you succeed, her family is grateful and offers you room and board whenever you are in the city. |

Half-Elf



| D100 | Event |
|------|--|
| 011 | You are invited to an elven dinner party. // If the character attends, they quickly realize they were invited with the sole purpose of being the unintentional entertainment. The character can storm out, impress them with a DC 14 Performance check, or shame them with a DC 12 Insight or Religion check. |
| 012 | A human tries to become your friend but constantly asks you racist elf questions and if you can teach her to talk to trees. |
| 013 | You meet a beautiful young elf who tires of the elven ways and is fascinated by humans. What would the elf's family think if you became close friends or even fell in love? |
| 014 | <p>You hear of an elves-only archery contest. // It takes a DC 11 Deception or Int (Disguise kit) check to pass as an elf long enough to compete or it takes a DC 16 Persuasion roll to be allowed in. The DM rolls three 1d20+4, these are the Ranged Attack rolls to beat to win the competition. If a half-elf places in the top three, it could cause quite a stir.</p> <p>1st Place: 300 gp, dinner with an elf noble's family, and a silver medallion</p> <p>2nd Place: 200 gp, dinner at an elven tavern, and a bronze medallion</p> <p>3rd Place: 100 gp and a wooden medallion</p> |
| 015 | <p>You are asked to mediate a legal dispute between humans and elves. //If you do so, make a Wis (Insight) check:</p> <p>1-9: Negotiations fall apart and both sides blame you.</p> <p>10-13: An agreement in favor of one side is reached (determine randomly).</p> <p>14-16: An agreement in favor of the side you prefer is reached.</p> <p>17+: A mutually beneficial agreement is reached. You are praised by both sides.</p> |
| 016 | You learn about a Master of Many Skills competition. // The DM rolls two 1d20+4, these are the rolls to beat. Roll 1d20+ the number of Skills you are proficient in. First prize gets 200 gp and a 30 gp per month endorsement deal with an Artisan's Guild for 1d6+2 months. |
| 017 | A half-elf has risen to prominence in the ruling council and she makes an extra effort to reach out and hear the needs of her own kind. She asks more fortunate half-elves to reach out to others of their kind with donations of time and money. |
| 018 | If you prove yourself worthy to a council of elven elders, they will grant you a writ to enter elven lands and learn more of elven ways. // You need three consecutive successes with different DC 13 checks in your choice of Arcana, History, Insight, Religion, Persuasion, Nature, or Performance. If you fail, you may try again in 1d6 months. |
| 019 | A dwarf bartender angrily points to a "No Elfs" sign and motions you toward the door. |
| 020 | You listen to a famous half elf bard who sings inspiring songs of half elf heroes taking advantage of their dual parentage. You feel better than you have in a while. |

Half-Orc



| D100 | Event |
|------|--|
| 011 | While walking outside the walls, a shaking farmer stands between you and his family. |
| 012 | Some children throw rocks at you. |
| 013 | You find an inn that caters almost exclusively to half-orcs. The company is rough, but welcoming. |
| 014 | <p>There's money to be had in theatrical wrestling for comical characters in costume but are you willing to play the evil orc who always loses? // The theater performs three times a week and pays 1d6x5 gp per night, depending on ticket sales. If you wish to win the bout you must make a successful unarmed attack vs AC 14. If you attempt this roll 1d6. If you make a successful DC 11 Performance check, you can roll 1d6 twice and keep either result:</p> <p>1-2: The crowd boos loudly and throws rotten food at you (which they did anyway). The manager fires you.</p> <p>3-4: The crowd seems unsure of how to react. The manager yells at you backstage but admits that ticket sales for the next performance are up so you can stay for now.</p> <p>5-6: The crowd goes wild for you. Ticket sales skyrocket and you become a minor celebrity. You are now paid 1d6x100 per performance for 1d4 months until the ever fickle crowd picks a new favorite.</p> |
| 015 | A tavern owner spots you and greets you by the wrong name. He insists that you are the half-orc who helped him stop a bar fight the other night and he offers you free drinks and a meal. He obviously can't tell half-orcs apart. If you refuse, even politely, he gets offended. |
| 016 | You meet a scrawny, depressed half-orc who can't find work. He wants to get out of the city but has no money. Where would he go anyway? Where can a half-orc go? |
| 017 | A ruler in the city is trying to get half-orcs expelled as "dangerous by nature." He says no good for civilization can come from them. The half-orc community is getting angry about it, maybe angry enough to lash out and risk proving the ruler right. // DC 12 Persuasion, Insight, or Intimidation check to get the half-orcs to calm down before they riot. Alternately, you can lead the riot yourself. |
| 018 | Someone warns you that a nearby village was raided by orcs and the local populace is so angry that they killed the last half-orc who went there alone. |
| 019 | You meet a group of half-orc mercenaries who are embracing their orcish heritage. You can buy a multitude of fierce weapons and tribal trinkets from them and they offer you a job if you ever want it. They are not popular but they have an excellent reputation as ferocious fighters worth the money. |
| 020 | You meet what you first take to be a large human but soon realize is a half-orc with filed down tusks and human flesh-colored body paint. |

Tiefling



| D100 | Event |
|------|--|
| 011 | A street preaching cleric calls out loudly that you are the spawn of evil. // A DC 13 Persuasion, Insight, or Performance check can make the cleric look like a fool to the crowd. |
| 012 | A shop owner in the market district refuses to sell anything to you. Seeing his example, several other shop owners similarly refuse. |
| 013 | Some children start following you around, pestering you to do fire magic. |
| 014 | An alchemist is willing to pay you for some of your hair |
| 015 | A local theater is producing a play and they would like to know if you are willing to play, of course, the demonic villain. // The play runs four nights a week for a month and pays 1 gp per night. If you make a DC 14 Cha (Performance) check, you can move the audience to tears with an improvised monologue at the end of the play which turns the demon into a tragic hero. If you spend 2d4 days writing the monologue with help from someone proficient in Performance (other than yourself), you can have Advantage to the check on stage. If you fail, the director refuses to pay you for the night and will only give you one more chance to follow the script. |
| 016 | You learn about a new magic drug called “Glimpse” that only works for tieflings. Other names for the drug include Glimpse the Abyss, Infernal Glimpse, or Glim. // Glimpse costs 1d6x5 gp per dose and offers transcending visions of the Lower Planes for those of fiendish blood. The visions take place 1d6 minutes after taking Glimpse and last one hour. After that, you are immune to being frightened but you cannot gain the benefits of a long rest for 24 hours. Glimpse is highly addictive and if you are in a place where it is available it takes a DC 10 Wisdom Saving Throw to resist finding and using some. The DC to resist increases by 1 for every time you have taken Glimpse in the past 30 days. A non-tiefling who tries Glimpse immediately suffers two levels of exhaustion and has terrible nightmares for a week. |
| 017 | A group of tieflings, half-elves, and half-orcs who invite you into one of their secret meetings. // The group has a long term plan to overthrow the human government. It takes a DC 10 Deception roll to feign interest in the conspiracy and leave unharmed. If you refuse, they attack you. You escape with 5 hit points left but they make come looking for you later. |
| 018 | A group of tieflings plan some profane vandalism on a church that has been persecuting them. Are you in? // DC 11 Stealth or be caught in the act. DC 13 Persuasion or Insight to get the tieflings to give up the idea. |
| 019 | You discover a notorious crime lord is also a tiefling. // She is guilty of all the regular crime lord sins but she also makes a special effort to take care of tieflings, especially those young and in need of guidance. You are invited to be a member of her crime ring while still keeping up your adventuring lifestyle. With time, you could rise in criminal power and do a lot of good amongst the tiefling community (depending on your definition of what's good for your fellow tieflings). Alternately you can join and bring the criminal empire down from the inside or you can share what you've learned with the City Watch. |
| 020 | A person in a tavern walks behind your chair and then turns to slap you, +2 vs AC for 1 damage. The person shouts, “Watch where you swing your tail, Pit Skin.” |

Acolyte



| D100 | Event |
|------|---|
| 021 | A local temple asks you to sing in the choir for a few nights. // “A few nights” turns out to be an expectation that you will sing every night for a month. If you refuse or stop attending, the temple looks unfavorably upon you. |
| 022 | A local religious leader preaches that those who have a successful adventuring career owe their safety and continued success to divine intervention and that if such an individual does not make regular donations, they are ungrateful, impious, and risking disaster. |
| 023 | The city threatens to tear down a religious building of your faith (perhaps a building you served in personally) if the community is not using it. // DC 12 Persuasion, Religion, or History check will convince enough people to start attending to save the building. |
| 024 | You discover a small temple that is enthusiastically serving the community around it. You soon learn, however, that the temple's finances are in chaos. // With a DC 12 Insight check and 1d4 days you can set things right. If you fail, you can keep trying for another 1d4 days. If you fail after that, the temple is forced to close down. |
| 025 | One of the young acolytes at the temple confesses to you that they are bored and don't have much faith. They are thinking of leaving the service. // A DC 11 Perception or Insight check reveals that the acolyte does not actually perform meaningful duties or services. DC 12 Persuasion or Religion roll will convince the acolyte to try more meaningful service. |
| 026 | You are asked to preside over a wedding. The wedding, however, is between two different races (determine randomly) and many in the community do not approve. // You may counsel the couple to go elsewhere if you wish or you can make an impassioned sermon to the community. If you succeed in a DC 15 Religion or Insight check, the community seems to take a turn for the better and you may perform the ceremony with no negative consequences. If you fail and still perform the ceremony it will hurt future attendance. |
| 027 | You are introduced to two acolytes. The first is ambitious and skilled in ways to help the church progress financially and spread its influence. The second is less intelligent and skilled but is obviously a true believer with a pure heart. The leader asks for your advice on whom to promote. |
| 028 | After spending some time in service, one of the religious leaders calls you harshly task over one of your Flaws in front of many young acolytes. |
| 029 | There is a debate on changing one of the ancient traditions of the temple to make it more modern, cost effective, and appealing to the public. Which side do you take? |
| 030 | A leader tells you that the temple needs 5,000 gp and he is considering selling off a relic to a private collector and replacing it with a fake to save the temple. |

Charlatan



| D100 | Event |
|------|---|
| 021 | Someone you conned in the past recognizes you and calls the City Watch. You'll have to change your appearance, again, and move from where you have been staying. |
| 022 | You witness someone selling life insurance to adventurers and recognize the scam. // You can reveal the charlatans or muscle in for a cut with a DC 13 Deception, Persuasion, or Intimidation check. The scam nets you 1d6x100 gp as your share. |
| 023 | Posing as a merchant, you start a con on another merchant only to realize it's actually another charlatan trying to pull a con on you. // Make opposing Deception checks (the other charlatan has +5) If one of you beats the other by 5 or more, the winner swindles the other for 2d6x100 gp. If one of you beats the other by less than 5 points, or of you tie, you both realize the con is up. Will you become enemies, rivals, friends, partners, lovers? |
| 024 | An old charlatan friend wants to introduce you to a crew planning a magnificent job. // Once there, you realize that your friend has greatly exaggerated your capabilities, including things like languages you don't speak and skills you don't have, but now you know too much and these people look dangerous. // If the character tries to back out, they escape but the friend doesn't. If take the job, it takes a DC 14 Deception roll with Disadvantage. On success they gain 1d6x200 gp and their reputation soars in underground circles. If they fail, the group is caught by the City Watch while the character escapes. They are sure to seek revenge. |
| 025 | You learn that a wealthy old cleric thinks he is helping to build orphanages and soup kitchens when he's really being slowly defrauded of his entire fortune. // You can tip off the City Watch, muscle in for a cut with a DC 13 Deception, Persuasion, or Intimidation check (the scam nets you 2d6x10 gp per month as your share for 2d6 months until the cleric is bankrupt), or you can try to con the conmen with a DC 19 Deception check. If you succeed, you gain 6,000 gp which you can keep or give any portion back to the cleric. If you fail to con the conmen you still ruin their operation and they will likely seek revenge. |
| 026 | A learn that a friend with whom you used to run harmless cons has become a ruthless gangster with extortion and kidnapping operations throughout the city. |
| 027 | One of your mentors is sick, needing 1d6+1x100 gp for medicine. Can you believe her? |
| 028 | You have the chance to run an easy con on a new business owner. // DC 9 Deception check nets 2d6+10 gp. 1D6+1 days later they see the former business owner out on the street in abject poverty. |
| 029 | Your disguise contacts let you know that she can get a hold of 1d6+1 City Watch uniforms for 150 gp each (each uniform comes with a helmet, chain shirt, spear and shield). |
| 030 | A gang of burglars wants you to distract a merchant by taken her out for a night on the town. // Make a DC 11 Deception check to strike up a friendship and get her to go out with you. While out for the evening, make a DC 14 Charisma Saving Throw. If you fail, you start to really like the merchant and feel guilty about helping rob her. There's still time to get back and spoil the operation, but the burglars are sure to seek revenge and your new friend may not trust you anymore. If you let the burglars go through with it, they give you 1d6x100 gp as your cut. As a result, your merchant friend has to fire several employees. |

Criminal



| D100 | Event |
|------|--|
| 021 | A local gang tries to recruit you. They are rough but their main focus is to keep their own families and neighborhood safe from other gangs. |
| 022 | You find out that someone you knew (or possibly had a Bond with) has been brutally murdered and rumor has it the group responsible is looking for you next. |
| 023 | Someone has been caught by the authorities and ratted you out for past misdeeds. // It will take a DC 13 Stealth or Deception check to avoid the authorities and for the next 30 days you will have to move from where you are staying every 1d4+2 days. |
| 024 | You see a wanted poster of yourself, though they got the nose wrong. You're worth 30 gp alive and 20 gp dead. |
| 025 | An old associate asks you to smuggle a small sealed package out of the city, no questions asked and no looking inside, for 50 gp. A contact will meet you in a village nearby. // It takes a DC 16 Dex check and 2d4 hours to reseal the package if opened and you have to make a DC 16 Deception check when you meet the contact. If you open it, roll 1d8: <div style="display: flex; justify-content: space-between;"> <div> 1: Fresh human bones 2: Illegal drugs worth 1d6 x100 gp 3: A dragonborn egg 4: A demonic ceremonial dagger </div> <div> 5: A packet of incriminating letters 6: Jewelry worth 2d4x 100 gp 7: Religious objects worth 1d6x100 gp 8: Diamonds worth 1d4x1,000 gp </div> </div> |
| 026 | A nervous friend asks for your help with something that has gotten out of hand. // Your friend and a group of 1d4+1 thugs have kidnapped a noble girl and are holding her in the cellar of a shady tavern. Your friend doesn't actually want to hurt the girl but the family is refusing the terms and the City Watch is getting closer. He worries about what his associates will do to her. The ransom demand is for 5,000 gp. |
| 027 | Someone has put out a 500 gp hit on a scumbag you've hated for a long time. You think you might be able to find him. // DC 16 Investigation check to find where the scumbag is staying. You can kill him yourself with a successful Attack vs AC 15 or let someone know where he is hiding. If your attack fails or you fail three Investigations, he flees the city. |
| 028 | You catch a noble doing something incriminating. // With a DC 11 Intimidation check you can blackmail the noble for 1d6x10 gp per month for 1d6 months. After which he refuses and either calls the City Watch or tries to have an assassin kill you. |
| 029 | Someone who stiffed you on a job a long time ago is doing very well for themselves with a legitimate business. // DC 14 Intimidate to get 1d6x50 gp. |
| 030 | You learn about a drug ring in a poor section of town. // You can snitch to the City Watch or muscle in for a cut with a DC 13 Intimidation check for 1d6x5 gp per month. |

Entertainer



| D100 | Event |
|------|--|
| 021 | A gig in a wealthy part of town. // Make a Performance check, you gain gp equal to double your roll. If you rolled a 13 or better you can live an Aristocratic lifestyle at no extra cost for 1d6+2 days. |
| 022 | A gig in a middling part of town. // Make a Performance roll, you gain gp equal to your roll. If you rolled an 11 or better you can live a Wealthy lifestyle at no extra cost for 1d6+2 days. |
| 023 | A gig in a rough part of town. // Make a Performance roll, you gain sp equal to your roll. If you rolled an 9 or better you can live a Modest lifestyle at no extra cost for 1d6+2 days. If you had a 7 or lower you take 1d6 damage from flying bottles and garbage. |
| 024 | A gig to cheer up soldiers in a hospital. // It only pays 2 sp per night but you get on the good side of the army and the City Watch. |
| 025 | A gig at the birthday party of a merchant's child. The job pays 10 gp. // Make a Performance roll. If you roll less than 11, the children are awful, spoiled brats who damage your equipment and your self-esteem. If you roll 16 or better the children start off noisy but quickly settle down and listen with rapt attention. Your host pays you a 20 gp bonus and you gain a good reputation amongst the merchant community. |
| 026 | A poor man can't pay you but it would mean the world if you would perform a certain song for his aging mother. |
| 027 | <p>You are offered the lead in a local play because the star has disappeared. It pays 5 gp per night for three nights and you must rehearse for 2d4 days. // Roll 1d6 to see what happens:</p> <p>1-2: The star reappears after partying riotously for days on end and demands that you, the understudy, be cast aside.</p> <p>3: The star reappears with a plausible excuse for being absent and the director asks you to step down into a lesser part.</p> <p>4-5: The star never reappears. Ever. It becomes a local mystery.</p> <p>6: The star reappears without a plausible excuse. The director will not let them back into the play and asks you to continue in the lead.</p> <p>Make a Performance check to see how the play goes.</p> |
| 028 | A local busybody denounces your performances as lewd and unfit for the public. He starts following you around, harassing anyone who seems to enjoy what you do. |
| 029 | Word of your talent gets around and you become a minor celebrity. People start asking your opinion on everything from fashion to politics. |
| 030 | While performing one night, you are upstaged by someone who isn't better than you but is certainly louder. Make a Performance check at Disadvantage. |

Folk Hero



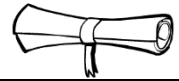
| D100 | Event |
|------|--|
| 021 | Someone tells you of a folk hero from your hometown. It doesn't take you long to realize it's your story with a different name attached. This fraudulent hero can be found at a nearby tavern, enjoying your reputation for free meals and drinks. |
| 022 | You meet a true hero of the people, someone who has done something of national significance. What kind of person would your character look up to? How does it make you feel about your own accomplishments? |
| 023 | As you're traveling through the poor section, you are recognized by a cousin of someone from your hometown. They stage an impromptu celebration full of local food that is not fancy but is authentic. After the party, some people wonder if you can do something in their neighborhood like you did for your hometown. |
| 024 | You meet a young man from your hometown. He's fallen on hard times and turned to crime. //DC 11 Persuasion to get him to see that he needs to get out but he owes his crime boss 1d6x100 gp. |
| 025 | In a poor neighborhood, you see 1d4 thugs attacking people street with impunity in broad daylight. // If you confront the City Watch about it, they tell you they are stretched thin. You can find more people to join the City Watch with a successful DC 11 Persuasion check, but you'll also have to convince a local official to grant the City Watch in that area more funding with a DC 16 Persuasion check. |
| 026 | A local gang runs an extortion ring on poor businesses. There are 3d4+6 members of the gang. If they aren't all killed or arrested at once they will likely take it out on the people. |
| 027 | A merchant who has heard your reputation wants you to pay you 4 gp per day to endorse his products in the street. //Roll 1d8 to see what the product is: 1: Medical ointment 2: Street food 3: Footwear 4: Mercenary uniforms 5: A brewery 6: Ink and paper 7: Draft animals 8: Tacky jewelry |
| 028 | Someone you stood up to in the past has found out that you're in the city. They are out for revenge if you stay in the city some innocents could get hurt, particularly if you are staying in Poor or Modest conditions. // The person sends 2d4 thugs to bust you up and the last inn you stayed at. |
| 029 | While you are eating at a tavern, someone from your hometown loudly accuses you of getting too big for your britches and forgetting where you came from. |
| 030 | You meet people who believe an incredibly inflated version of your heroic story. |

Guild Artisan or Merchant



| D100 | Event |
|------|---|
| 021 | There is fashionable revival for work in your field, if you spend 2d4+3 days working at your business you gain 6 gp per day. |
| 022 | Market fatigue. You gain only 5 sp per day practicing your profession for the two weeks. |
| 023 | You hear a rumor that a rival merchant plans to damage a place where you work in the next 1d6 days. // Roll 1d6 to see what happens. If you hire extra security for 2 gp per day, you can roll twice and keep the result you want: 1-2: 1d4+2 thugs come to damage your property, equipment, and personnel. 3-5: Nothing happens. 6: You hear that a group of thugs, claiming the merchant went back on a deal, bust up one of the rival's storefronts. |
| 024 | You witness a kind guild member being manipulated by a greedy underling who pushes off work onto others and steals things. // It takes a DC 16 Persuasion or Insight roll to get the guild member to see the underling's wrong doings. Alternately, it takes a DC 13 Investigation taking 1d4 days to come up with proof of the underling's wrongdoing. |
| 025 | A local guild is extorting a politician with economic threats to the people in his district. |
| 026 | You find someone willing to consider partnering with you in a new business venture. // If you succeed in a DC 13 Persuasion check you can start a new business that will net 30 gp per month with no daily effort on your part. If you fail, the partner pulls out and the business falls through. |
| 027 | A business friend asks for your help and advice. He owns a historic building and wants to tear it down for a new business that will employ members of the community, but he's getting resistance from certain preservation groups and nobles who like the city how it is. |
| 028 | The guild is holding an election for a new officer. It is not irregular for guild officers to delegate and be gone on business for weeks or even months at a time, so it is compatible with an adventuring lifestyle. You can run yourself if you have 1d4+1 weeks to campaign, otherwise you support and vote for a friend. // The DM makes three 1d20+4 rolls. These are the other Candidates to beat. You make a Persuasion or Insight roll to represent your own campaign or your support of a friend. The winner becomes the new guild officer for one year and gets a stipend of 100 gp per month. If the player wins the position, work with them on what kind of office it is and what kind of duties would give the player interesting roleplaying opportunities. |
| 029 | A relative comes to you down on her luck and asks to be employed by your business. // If you employ her, she reminds you to make sure your will is in order, since you do so much dangerous traveling. You're not sure if this is sweet or sinister. |
| 030 | A member of the guild is using child laborers to make products. He argues that he pays them a fair wage and it keeps them off the streets, though the hours are long and the work is hard. // It takes a DC12 Persuasion or Intimidate roll to convince him to stop, but this leads to an increase in children on the street. |

Hermit



| D100 | Event |
|------|--|
| 021 | Overwhelmed by the press of the city, you feel the need to go for a long walk outside the walls and hunker in a cave for 1d3 days. If you do not, you suffer a level of exhaustion that cannot go away until you spend 24 hours alone. |
| 022 | You find a person who can benefit from your Discovery. |
| 023 | You meet a good person who could be harmed by your Discovery. |
| 024 | You read a periodical from an anonymous writer who claims the opposite of your Discovery is true. You may also write in anonymously. |
| 025 | You strike up a friendship with a quiet scholar who is leaving town and offers you his empty home. |
| 026 | If you prove yourself a serious and reserved individual you are welcome to stay at a monastery in town. // The monks require that you do four hours of daily chores in exchange for plain food and a small room to yourself. The monastery has an extensive library and many scholarly contacts across the continent. There is a vow of silence over every room and hallway with the exception of the front office where the necessary business of the monastery takes place. |
| 027 | A religious order asks you to become the keeper of an important relic. They stress that it must not be seen within the city. Roll 1d8 to see what it is: // <div> 1: A mummified hand 2: A locked book 3: A candle that has never been lit 4: An amulet in the shape of a sword </div> <div> 5: A prophesy written on animal hide 6: A tattoo that moves to other people 7: A miniature set of golden tools 8: A jade figurine </div> |
| 028 | As part of your adventuring group, you are invited to a party at a local noble's grand mansion. The party is sure to be noisy, crowded, and full of vapid people and inane conversation. Refusing the noble, however, could be seen as an insult. // If you attend the party, you suffer a level of exhaustion that lasts until you spend 24 hours alone. |
| 029 | You are invited to partake in a philosophical debate in front of hundreds of people. // If you participate in the debate, the DM rolls 1d20 to represent the other side of the argument. You may make a Religion, Arcana, Insight, History, or Persuasion check to articulate your opposing views but you do so at Disadvantage. |
| 030 | A local naval officer proposes to build a new base on a stretch of beach known for housing several hermits in its nearby cave system. They would of course be driven out. |

Noble



| D100 | Event |
|------|---|
| 021 | If you prove yourself worthy, you are offered membership into a secret society of wealthy people. |
| 022 | Another noble challenges you to a duel to first blood for a perceived (or real) insult unless you debase yourself publicly on the matter. // Make opposed Attack rolls. The other noble has a +5 to Attack. The loser (or apologist) will be shunned at parties for 1d4 weeks. After, the enmity between you and the other noble may deepen into something more dangerous. |
| 023 | A noble friend who is terrible at dueling has asked you to be his second. The perceived insult is grave and the illegal duel is to the death. He is sure to get himself killed if the dispute cannot be settled before the duel. // It will take a DC 19 Persuasion or Insight roll to convince the other duelist to stand down, though he demands a public apology from your friend. Alternately, you may insult the other duelist so much that he challenges you to the death in a duel that takes precedence over the duel with your friend. If your friend duels, the DM rolls 1d20-2 for the friend and 1d20+5 for the rival. The loser is killed. If you fight the duel make an opposed Attack roll against your rival's +5. If you win, you kill him, if you lose you are gravely wounded and left for dead. You must spend 1d4+3 weeks recovering (unless you receive magical healing), during which the noble community thinks you are dead and shocked by your insulting behavior. |
| 024 | A member of your family has been disgraced. You are not certain which rumors are true, but the family member has gone into exile on a distant country estate. // You have Disadvantage on all Charisma checks with the noble community for 1d4+2 months unless you spend one week trying to uncover or hide the truth. To exonerate your relative, make a DC 16 Investigation check to discover your relative was not at fault, if you fail, it turns out some of the terrible rumors are true. You can make a DC 13 Deception check and spend 1d6x100 gp to cover the incident up and throw enough parties that people forget. |
| 025 | Peasants yell about your wealthy lifestyle and throw food at you, ruining your clothes. |
| 026 | You lose your signet ring and a beggar claims to have found it but will charge you 1d6x100 gp to get it back. He claims it is hidden somewhere not on his person. |
| 027 | A noble asks your advice on dealing with his unruly peasants back on his estate. |
| 028 | You are invited to visit a local noble at their nearby country house for 1d4 days. At the end, you've either embarrassed yourself or made a new friend |
| 029 | A bard asks you to be her patron. She's not very good at music, yet, but she is hard working. You can support her for 30 gp per month. // If you become her patron, roll 1d6 every month, adding +1 to the roll every new month: <div> <div>1: Run out of town and disappeared.</div> <div>4: You see some improvement</div> <div>2: She is depressed and about to give up</div> <div>5: She has had some moderate success</div> <div>3: She's around but not much better</div> <div>6+: She's a star and has you to thank</div> </div> |
| 030 | You'll have to spend 1d6x100 gp if you want to keep up with changing fashions. Doing so could give you an advantage in certain social circles but could also make some people take you less seriously. |

Outlander



| D100 | Event |
|------|---|
| 021 | You overhear the name of your homeland in a conversation. The speaker claims to have been an adventurer there and to have buried treasure beneath a landmark you recognize. |
| 022 | You are attacked by 1d4+1 thugs who claim that your people killed some of their family. |
| 023 | A generous and friendly host has completely mistaken your culture for another and he keeps offering you strange food that you find distasteful and keeps making cultural references you don't understand. |
| 024 | You see something sacred to your people being sold as a trinket for a few coppers. |
| 025 | A noble will pay you handsomely to hunt large game and then give it to him to pretend that he's hunted it himself. He doesn't care what you do with the meat or hide. With his permission you may hunt in the nearby game preserves of the wealthy where you might become friends with the rangers and foresters there. |
| 026 | You are detained by a special unit of the City Watch who claim that people from your homeland must submit to a quarantine for 1d4+3 days due to a plague in that land. // If you don't submit to the City Watch, you have to fight your way free of the city with a successful Attack vs AC 16 followed by a DC 14 Stealth check. You will be on the City Watch's wanted list for 1d4 months. |
| 027 | A relative finds you in the city and tells you about an urgent matter back in your homeland. If you go to deal with it, you will be gone for 1d4+2 weeks. If you elect not to go, your people may feel as though you've turned your back on them. // If the character's homeland is too far away for this to be plausible, perhaps members of the homeland were traveling in a caravan or making a pilgrimage at a closer location. Perhaps they've even been captured and need rescuing. |
| 028 | At a social event, the host calls negative attention to your lack of (or culturally different) manners. // With a DC 12 Insight, Religion, or Persuasion roll you can shame the host for their intolerant and ignorant views. This may help the host become a better person but could also make you an enemy. |
| 029 | A group of 1d4+1 pampered young nobles and wealthy merchant's children earnestly wish to learn how to forage and hunt in the wild. They have access to the nearby game preserve and ask if you will be their guide and teacher for 1d4+1 weeks. They offer to pay you 10 gp per week. This is a good opportunity to endear yourself to people who will one day be powerful. |
| 030 | You can find work with a cartographer's guild who will pay you 20 gp per month to update maps as you travel. |



| D100 | Event |
|------|--|
| 021 | Someone has plagiarized some of your writing and published it, making 1d6x50 gp over the last several weeks. // DC 16 Investigation check to prove the theft to the publisher. |
| 022 | A sage is sitting on plague research that could potentially save lives but no one has offered him a lucrative enough publishing contract. // DC 16 Persuasion or Insight check to convince him to change his mind. You could publish the work yourself if you pay the sage 2d4x100 gp for the rights. Alternately, you can steal the research with a DC 12 Stealth or Deception check but if you get caught the academic community looks down on you and the City Watch may charge you a 1d6x10 gp fine. |
| 023 | You near a breakthrough on something you've been studying. You just need to work for 1d4 more days uninterrupted. After which, you suffer two levels of exhaustion. Work with the player to find out what kind of research would be important to their character or the campaign, such as a hidden location or a villain's weakness. |
| 024 | You are asked to sit in judgment over an academic dispute. A single student is claiming credit for a group project, demanding that the others in his group fail the course for not doing anything all semester. // A DC 12 Investigation or Insight roll proves this to be true. The student claiming credit comes from a lower class background but he is brilliant and may be an important scholar someday. The others in his group come from wealthy backgrounds and insulting them may cause trouble with their noble and merchant parents. |
| 025 | You are offered 6 gp to perform a series of lectures on a subject of your choosing for 1d4 days. // You speak to young people who may someday be leaders in the city. This is your chance to inform their minds and plant seeds of ideas. |
| 026 | Hearing of your travels, a cartographer asks for you to help her update her maps and cultural references. At the end, she's happy to give you a copy and let you use her map collection for research on locations in the future. |
| 027 | You see a substitute teaching job at a school for 2gp per day. // When you get there, the students are horrid, loud, and disrespectful. It takes a DC 17 Insight, Persuasion, History, or Intimidation check to get them to sit down and listen. |
| 028 | A friend tells you about something she is researching and asks you to keep an eye out for more information on your travels. // Roll 1d8 for the subject of the research: <div style="display: flex; justify-content: space-between;"> <div> <p>1: Ancient architecture</p> <p>2: Eating habits around the world</p> <p>3: Cults of evil</p> <p>4: Alchemical substances</p> </div> <div> <p>5: Monster biology</p> <p>6: Magical energies and auras</p> <p>7: Hidden locations</p> <p>8: Legendary items</p> </div> </div> |
| 029 | One of your teachers or mentors has passed away, naming you in their will. You receive several books, scrolls, and boxes of paper containing research. |
| 030 | You may join a university library and eventually gain access to the forbidden section if you prove yourself a serious and sober-minded contributor. // Every month you must submit writing that takes a successful DC 15 Arcana, History, or Religion check and 1d4+1 days of work. If you fail, the time is wasted. |

Sailor



| D100 | Event |
|------|---|
| 021 | You see another sailor with the exact same tattoo that you have. Will this make you friends or enemies? |
| 022 | You meet a friendly sailor whom you get along with famously. Well into a night of drinks and stories you chance to see a tattoo on the inside of the sailor's arm. It matches the tattoo worn by pirates who attacked your vessel and killed your friends years ago. |
| 023 | You are offered work a fishing boat for 3 sp per day. It's hard, simple work but it is peaceful and honest and you are surrounded by good company. |
| 024 | You are the only one to see a longshoreman overseer, drunk in the middle of the day, roll into the water. He's a terrible person who shorts his men on their pay. |
| 025 | You witness drugged men being carried onto a ship at night. // If you attempt to interfere the captain explains that they are all disorderly drunks who do nothing with their lives but drift in and out of jail and abuse their families, if they have one. In several cases the family has given permission. These men are being press ganged into service where they can overcome their desire for strong drink and make something of themselves. They and their families will be paid. What the captain is doing is still technically illegal. |
| 026 | You meet a young man who says he was kidnapped and forced to serve on a ship, will you help him get back to his people? //The young man will need 20 gp to get back home or you can help him find work on a ship with a captain you trust to get him back home. |
| 027 | You see the ship of a hated rival or enemy weighing anchor at the harbor. // It would be a shame if it developed a leak or caught fire. DC 14 Stealth check to sabotage the ship. If you fail, you are jumped by the crew (2d4+4 thugs). |
| 028 | Local nobles will pay 1 gp per day for divers to look for things they've dropped while on pleasure cruises. There is a board of things lost and how to get in touch with their owners. // Make an Athletics check every day you swim. On a 20 or higher you find a piece of jewelry worth 1d6x100 gp. |
| 029 | Some children have taken out a small fishing boat not far from the docks and a large shark circles them, sometimes bumping the little craft. |
| 030 | You meet an old sailing mate who has fallen sick. He is running out of coin and needs medical care. // If you put him up in a hospital for 1 sp per day or tend him on your own, he gives you a treasure map before passing away. |

Soldier



| D100 | Event |
|------|--|
| 021 | You meet someone who served in the same army that you did. // If you share a meal or some drinks and stories, your new friend awkwardly asks you for a little money. |
| 022 | You overhear an exaggerated tale of a place you actually served in, the speaker obviously has no idea what he's talking about and might not even be a soldier. |
| 023 | A drunk old soldier with a broken nose spits on you and accuses you of being a deserter. |
| 024 | An officer you served under is starting a mercenary unit and asks if you'll sign up or at least help her recruit. // It takes a DC 14 Persuasion, Intimidation, Perception, or Deception check to get 1d6 recruits to sign up. You get paid 2 gp per head and you can make a recruiting roll every day until the mercenary unit ships out in 1d4 weeks. |
| 025 | A historical society asks to take down an account of your time with the army. |
| 026 | You meet a young soldier who is scared out of his mind. He regrets joining the army and has no talent for it. The punishment for deserting is jail time and a hefty fine at best or, at the worst, death. Will you help him get out? // It takes a DC 13 Persuasion, Intimidation, Religion, or Deception check to get the young man out of the army. You'll also have to pay 1d6x10 in bribes or fines. Alternately, you can sneak the young man out of the city with a DC 14 Stealth check, but if you are caught the punishment could be severe. |
| 027 | You learn that the widow of someone you served with in the army lives nearby with her children. // Roll 1d6: 1-2: She is desperately poor. Supporting her and her children will take 400 gp per year 3-5: She and her children are getting by working hard and living simply. She is happy to see you and hopes you'll stay for a bit and tell her children about their father. 6: She is engaged to marry a wealthy merchant and hopes you'll come visit. Alternately, you can try to go through government or religious channels to find support. |
| 028 | Someone is polling public opinion on whether or not young people should be required by law to serve in the military for two years. What is your opinion? |
| 029 | You spend a terrible, lonely night where it seems as if no one you talk to has any respect for soldiers. You are haunted by some of the things you've seen and it makes you wonder if you've made enough of a difference in the world. |
| 030 | Merchants want to pay some strong men 2 gp to clear away the street performers in front of their business. The performers are harmless and the passerby seem to enjoy them, however if legitimate soldiers and mercenaries do not convince the performers to go elsewhere, the merchants may turn to a rougher class of men to get the job done. |

Urchin



| D100 | Event |
|------|--|
| 021 | You are struck with a flood of memories from your childhood, good and bad. It might bring out a nervous habit you thought long gone or leave you fuming at how little the world has changed, it might make you appreciate your current companions but it affects you deeply. |
| 022 | You see a small child who looks half-feral being mistreated by older children. // The older children are easily scared away. The smaller child eyes you warily and then darts off. //DC 12 Dexterity check to catch up to the child several blocks away. DC 12 Cha (Persuasion) or Wis (Animal Handling) to calm the child and let her know you mean no harm. You can have Advantage if you offer food. Once you have gained the child's trust, you can find an orphanage that will take the child in. 30 gp will take care of the child for a year. |
| 023 | You notice a gang of urchins about to distract and pickpocket a modestly dressed woman handing out coins to the poor. // If you interfere in any way, even just by standing closer to the woman. The urchins glare at you from the mouth of an alleyway. |
| 024 | Two young children ask you to go into the nearby opium den and bring their father out. // The proprietor demands you settle his bill for 2d6 gp before 1d4 thugs will let you leave. |
| 025 | You hear a rumor that a cruel City Watch officer from your childhood lives in the city. He has fallen ill and his family is struggling to make enough money to feed themselves. |
| 026 | As an adventurer, you are invited to an upscale party in the noble district. // If you attend, in less than an hour some of your Flaws that you developed growing up on the street manifest themselves. At first the other guests ignore you, feigning a need to speak with anyone else. If you stay, they snicker at you behind their hands. If you stay much longer, a master servant begs you to leave quietly. |
| 027 | You come across a bakery selling goods that remind you of the best times when you were a hungry child, but also a time when you were beaten soundly for stealing one of them. You see a few hungry urchins glancing wistfully nearby, sniffing the air and feeling the warmth of the ovens. |
| 028 | At the end of the day, you watch a bakery in a wealthy part of town throw all of their day-old goods down a sewer drain. // If asked, the workers say they aren't allowed to give the goods away to the poor because it would only encourage them to hang around the shop. |
| 029 | You are restless in your bed. Things have changed much over the years but some nights you simply cannot get used to it. You wander the streets for the night. What do you do? // <ul style="list-style-type: none"> • I stalk the alleyways and beat up thugs. • I buy a few basic necessities like food, blankets, clothes, and medicine and distribute it to the poor. (Costs 10gp or as much as you want to give) • I go to a wealthy district and pickpocket nobles for fun. • I play a few pranks on the City Watch. |
| 030 | You watch a group of urchins trick a guardsman into walking beneath an arch where they pour ice cold water all over him. All of the urchins get away but one, to whom the guard prepares give a beating. |

City Record Sheet

City Name: _____

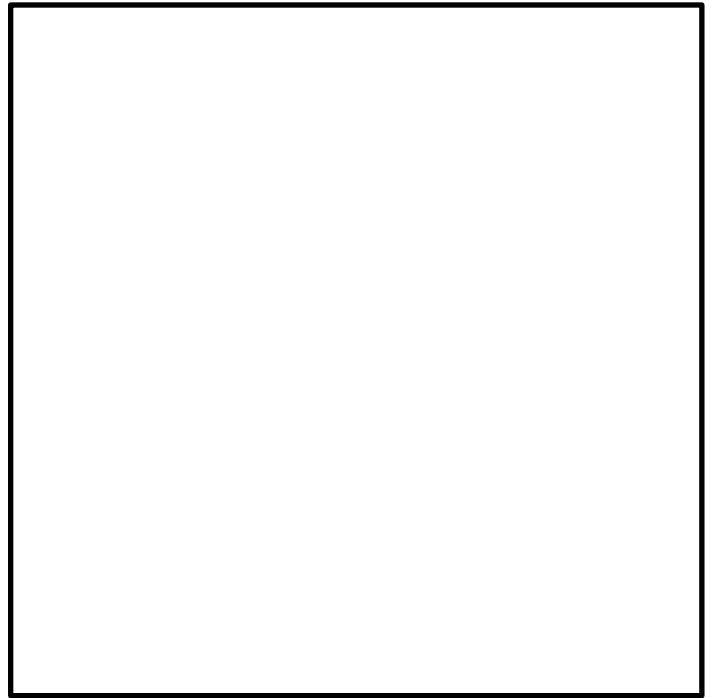
Region/Nation: _____

Industries/Imports/Exports _____

Locations: _____

NPCs/Organizations: _____

Notes: _____



Appendix 1: City Dweller Stats

Acolyte

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) | 14 (+2) | 11 (+0) |

Skills Medicine +4, Religion +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy* 1st level (3 slots): *bless*, *cure wounds*, *sanctuary*

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Acolytes are junior members of a clergy, usually answerable to a priest. They perform a variety of functions in a temple and are granted minor spellcasting power by their deities.



Priest

Medium humanoid (any race), any alignment

Armor Class 13 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 10 (+0) | 12 (+1) | 13 (+1) | 16 (+3) | 13 (+1) |

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages any two languages

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*
1st level (4 slots): *cure wounds*, *guiding bolt*, *sanctuary* 2nd level (3 slots): *lesser restoration*, *spiritual weapon* 3rd level (2 slots): *dispel magic*, *spirit guardians*

Actions

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Priests bring the teachings of their gods to the common folk. They are the spiritual leaders of temples and shrines and often hold positions of influence in their communities. Evil priests might work openly under a tyrant, or they might be the leaders of religious sects hidden in the shadows of good society, overseeing depraved rites.

A priest typically has one or more acolytes to help with religious ceremonies and other sacred duties.

Commoner

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) |

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Commoners include peasants, serfs, slaves, servants, pilgrims, merchants, artisans, and hermits.



Noble

Medium humanoid (any race), any alignment

Armor Class 15 (breastplate)

Hit Points 9 (2d8) **Speed**

30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 11 (+0) | 12 (+1) | 11 (+0) | 12 (+1) | 14 (+2) | 16 (+3) |

Skills Deception +5, Insight +4, Persuasion +5

Senses passive Perception 12

Languages any two languages

Challenge 1/8 (25 XP)

Actions

Rapier. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Reactions

Parry. The noble adds 2 to its AC against one melee attack that would hit it. To do so, the noble must see the attacker and be wielding a melee weapon.

Nobles wield great authority and influence as members of the upper class, possessing wealth and connections that can make them as powerful as monarchs and generals. A noble often travels in the company of guards, as well as servants who are commoners.

The noble's statistics can also be used to represent courtiers who aren't of noble birth.

Cultist

Medium humanoid (any race), any non-good alignment

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|--------|
| 11(+0) | 12(+1) | 10(+0) | 10(+0) | 11(+0) | 10(+0) |

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

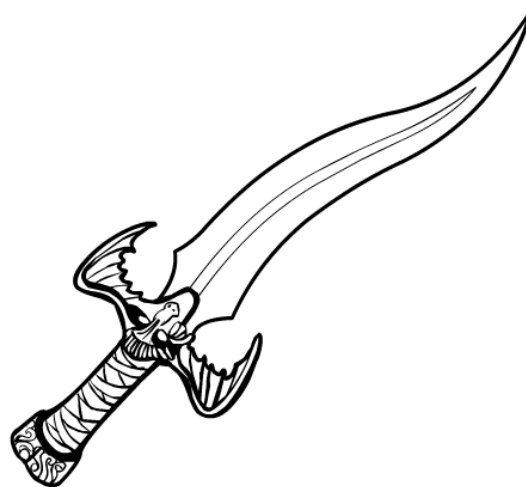
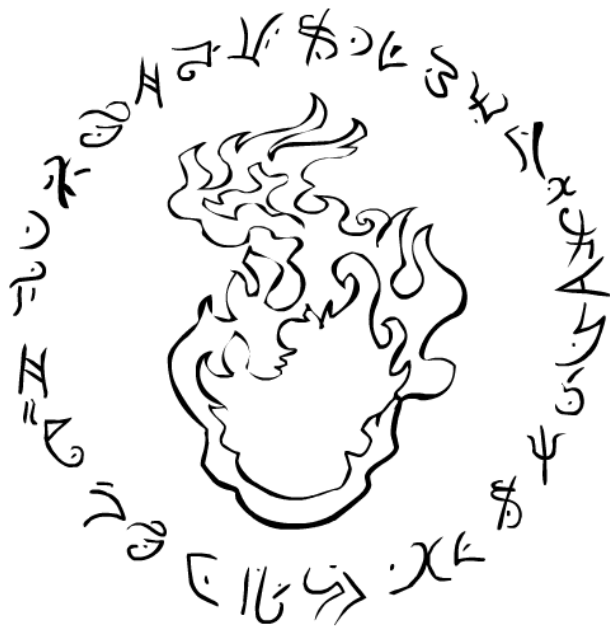
Challenge 1/8 (25 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

Actions

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) slashing damage.

Cultists swear allegiance to dark powers such as elemental princes, demon lords, or archdevils. Most conceal their loyalties to avoid being ostracized, imprisoned, or executed for their beliefs. Unlike evil acolytes, cultists often show signs of insanity in their beliefs and practices.



Cult Fanatic

Medium humanoid (any race), any non-good alignment

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|--------|
| 11(+0) | 14(+2) | 12(+1) | 10(+0) | 13(+1) | 14(+2) |

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *command*, *inflict wounds*, *shield of faith*

2nd level (3 slots): *hold person*, *spiritual weapon*

Actions

Multiattack. The fanatic makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

Fanatics are often part of a cult's leadership, using their charisma and dogma to influence and prey on those of weak will. Most are interested in personal power above all else.

Gladiator/Pit Fighter Champion

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather, shield) **Hit**

Points 112 (15d8 + 45)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 15 (+2) | 16 (+3) | 10 (+0) | 12 (+1) | 15 (+2) |

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

Brave. The gladiator has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

Actions

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

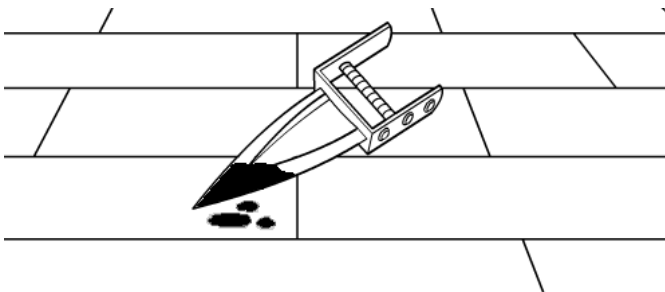
Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Reactions

Parry. The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

Gladiators battle for the entertainment of raucous crowds. Some gladiators are brutal pit fighters who treat each match as a life-or-death struggle, while others are professional duelists who command huge fees but rarely fight to the death.



Berserker

Medium humanoid (any race), any chaotic alignment

Armor Class 13 (hide armor) **Hit**

Points 67 (9d8 + 27)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 16 (+3) | 12 (+1) | 17 (+3) | 9 (-1) | 11 (+0) | 9 (-1) |

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Hailing from uncivilized lands, unpredictable berserkers come together in war parties and seek conflict wherever they can find it.

City Watch or Guard

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 13 (+1) | 12 (+1) | 12 (+1) | 10 (+0) | 11 (+0) | 10 (+0) |

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Actions

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Guards include members of a city watch, sentries in a citadel or fortified town, and the bodyguards of merchants and nobles.



Scout/Forest Ranger

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 11 (+0) | 14 (+2) | 12 (+1) | 11 (+0) | 13 (+1) | 11 (+0) |

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Scouts are skilled hunters and trackers who offer their services for a fee. Most hunt wild game, but a few work as bounty hunters, serve as guides, or provide military reconnaissance.

Thug

Medium humanoid (any race), any non-good alignment

Armor Class 11 (leather armor) **Hit**

Points 32 (5d8 + 10)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 15 (+2) | 11 (+0) | 14 (+2) | 10 (+0) | 10 (+0) | 11 (+0) |

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

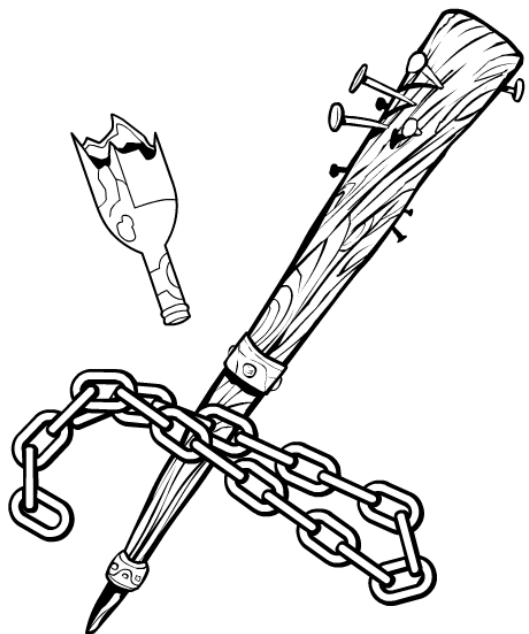
Actions

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Thugs are ruthless enforcers skilled at intimidation and violence. They work for money and have few scruples.



Veteran

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 13 (+1) | 14 (+2) | 10 (+0) | 11 (+0) | 10 (+0) |

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

Actions

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Veterans are professional fighters that take up arms for pay or to protect something they believe in or value. Their ranks include soldiers retired from long service and warriors who never served anyone but themselves.



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